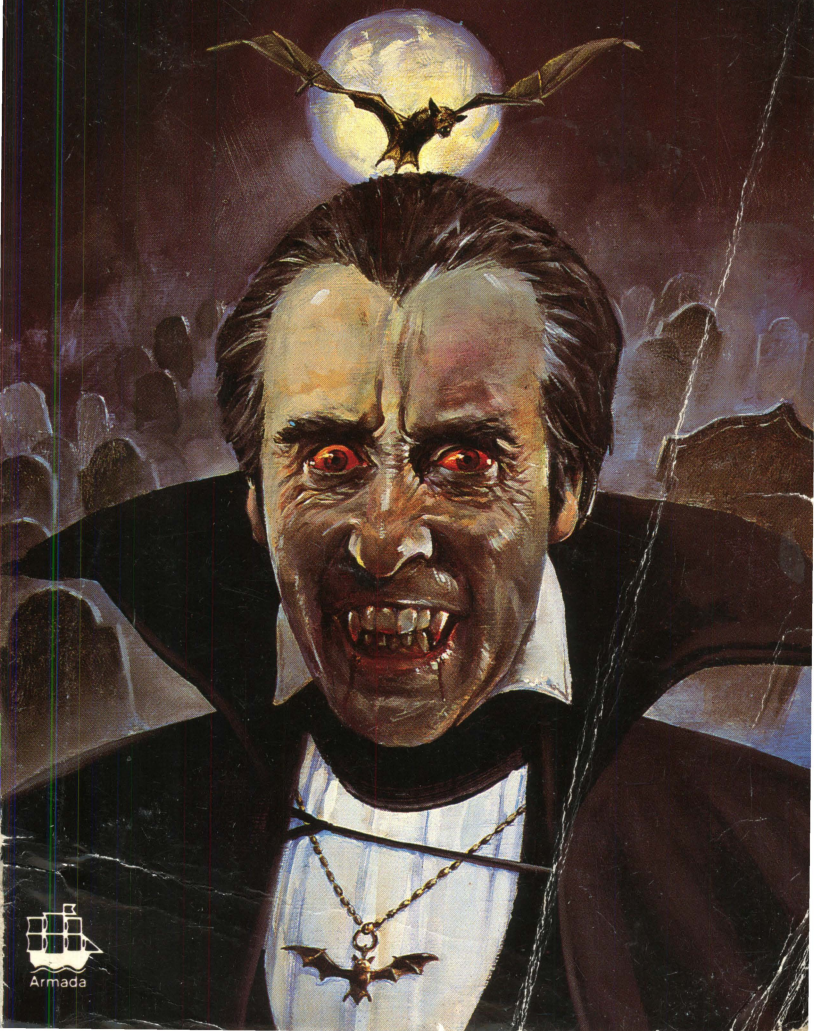


**DRACULA or VAMPIRE-HUNTER ...**  
the choice is yours in this spine-chilling  
gamebook

# DRACULA'S CASTLE

J H BRENNAN



Armada

## DARE YOU BRAVE THE VAMPIRE KEEP?

A grim, dark castle rises from the forest depths of distant Transylvania. Within its walls there lurks the world's most feared and famous monster: Count Dracula, soldier, aristocrat . . . and vampire!

Years past, Bram Stoker wrote the book which introduced Count Dracula to a fearful world. Today, with no more than a set of dice and the paperback you hold, **you** can enter the ancient fortress whose stones have seen such terror . . .

*But only your skills, luck and good judgement can bring you out alive!*

**Dracula's Castle** is a very special Horror Classic gamebook using an ingenious new game system which allows you to play the fearless vampire-hunter, Jonathan Harker *or to take the role of the Vampire Count himself!*

This means you literally buy **two adventures** for the price of one, each one separate and distinct, but both set in Dracula's Castle and both featuring characters from Bram Stoker's famous horror novel.

Look out for the companion Horror Classic gamebook, *The Curse of Frankenstein*, on sale at your favourite bookshop now.



### *About the author*

J. H. Brennan has always been interested in magic, spells and wizardry, and among his many books has written a number on magic.

He is the author of eight titles in the *Grailquest* Solo Fantasy Gamebook series, and of four titles in the *Sagas of the Demonspawn*. He has also written two Fantasy Role-Playing Games – *Man, Myth & Magic* and *Timeship*.

Also in this series: *The Curse of Frankenstein*

J. H. Brennan

# Dracula's Castle

*Illustrated by Tim Sell*



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# Transylvania

Distantly, a wolf howls. Instantly, as if in answer, a flash briefly illuminates the gloomy forest. Then, with a thundercrack, the scene is plunged abruptly back into darkness.

A deserted roadway twists through the forest, like a sabre scar on the face of a giant, winding sinuous as a snake crawling to perdition. Rain lashes this fragile ribbon, hissing in torrents through the leaves and bending the trees before a vicious wind which screams and moans like a tortured soul.

Another sound, like the memory of thunder, but a rumbling drawing nearer, gradually resolving into the clatter of hooves, the rattle of harness, the hard onrush of metal-bound wheels.

The crack of a whip, the snort of great horses. A black coach careers into view, rolling like a ship at sea. The mouths of the horses foam, their eyes wild with terror. The coachman, cape billowing, is a huge man, broad-shouldered, capable, experienced, with strong hands; yet even he looks frightened.

The roadway climbs and in climbing leaves the forest to emerge into a desolate, rainswept wilderness where stark rock outcrops blink into hideous shapes at every lightning flash.

"Eee-yah!" calls the coachman. But the great horses need little encouragement, for they gallop as if the devil himself was on their heels.

The road continues to wind upwards, and now the lightning picks out its destination: a mournful, shadowy castle crouching bleakly on the skyline, guarded by massive iron gates. Soon the black coach and its wild-eyed horses will be there.

This is Transylvania, a remote, almost primitive corner of Eastern Europe where travellers seldom visit and those who do seldom return unchanged.

This is Transylvania, a land of forests and isolated villages ruled by a social system that dates back, almost without change, to the days of feudal lords.

This is Transylvania, where the superstitious cross themselves at night and string garlic cloves above the tightly-bolted windows to drive off ancient nightmares long forgotten in more civilized climes.

Within the black coach sits a solitary figure, face lost in the shadow of a heavy cape, except for darkly brooding eyes which seem at times almost to glow redly with a feral light.

As the black coach plunges onwards through the raging storm towards its horrid destination, the solitary figure remains immobile as a stone. Who is this person prepared so calmly to brave the night and face the horrors of that gothic keep? Who sits within the death-coach as it races hell-bent to the great gates of Castle Dracula?

Who indeed . . . but *you!*

# The Adventure System

This is a *game* book. You don't just read it: you play it. You'll need a couple of dice, paper and pencil. A pocket calculator could be useful, but it's not essential.

You'll also need LIFE POINTS which are your measure of survival in the adventure and without which you're dead. *You begin your adventure with 100 LIFE POINTS.*

## Character Statistics

The hero you create for this adventure will have the following characteristics:

SPEED    COURAGE    STRENGTH    SKILL    PSI

The first four explain themselves. The last one, PSI, is the measure of your character's *wild talents*, that is, his or her ability to do weird things like reading minds, seeing into the future or zapping people by thought alone.

To calculate your *Character Statistics* (Stats for short) throw one dice against each attribute and note the result. A score of 3 is average. Anything above it is good. Too many stats below 3 could mean trouble.



## Combat

There are times when you will have to fight for your life. Combat follows this sequence:

1. Throw one dice on behalf of your opponent and one on your own behalf. Add SPEED and COURAGE figures to each. Highest score hits first. If both scores come out the same, roll again.
2. To attempt a hit, throw *both* dice. If you score below 6, you miss. Score 6 or more and you hit. In the adventure, you'll have to throw dice on behalf of your opponent as well and the same rules apply.
3. To calculate damage after a hit, add your STRENGTH and SKILL figures to your dice score then subtract the result from your opponent's LIFE POINTS. Your opponent scores damage against you in the same way.

*Should your LIFE POINTS be reduced to zero (or less) your character is dead.*

## Flight

Sometimes it makes more sense to run than to fight, eg when your opponent is particularly tough, or when you are extremely low on LIFE POINTS.

To exercise a RUN option you must first roll two dice.

**Score 9 – 12** and you may safely RUN to any of the exit sections shown in your current location.

**Score 5 – 8** and while you may still RUN, you can only run back to the section you were in before you entered your present location. Furthermore, your opponent gets one free strike at you as you retreat and will score double the dice damage shown since your back is turned. Therefore it is

even more important to note where you have been.

**Score 2 – 4** and your opponent cuts off your retreat, which means you can't RUN at all. Furthermore, your opponent will automatically gain the first strike and score double damage on that strike (only) since you were so unprepared for a fight.

*Note;* In sections where there are no immediate exit sections listed, you must return to the last previous section you visited if your attempt to RUN is successful.

RUNNING may only be attempted before combat is engaged, not halfway through a fight.

## Healing

If you've lost a few LIFE POINTS in a fight, don't worry too much. You'll heal up naturally at the rate of 3 LIFE POINTS for every new section you enter.

If you've lost a *lot* of LIFE POINTS, you'll probably have to try *Medicine*, which is sometimes risky, or *Natural Healing*, which is *always* risky.

### *Medicine*

You may find MEDICINES during the course of your adventure. If you do, instructions for use will be on the bottle (just below the skull and crossbones).

### *Natural Healing*

To engage in NATURAL HEALING, you throw two dice. Above 6, the score is added to your current LIFE POINTS. Scores of 6 or below are *taken away* from your current LIFE POINTS. If you think about this, you'll realize a bad run of NATURAL HEALING can kill you.

*Neither MEDICINE nor NATURAL HEALING may be used during a fight.*

However successfully you heal up, your LIFE POINTS can never rise above 100.

## Psi

PSI is even trickier than HEALING. You roll your PSI abilities at the start of your adventure. Every time you use PSI, you use up one point of your PSI statistic. After that, you may continue to use your PSI talents but at the fearsome cost of 20 LIFE POINTS per use.

## Money

You may need equipment on your adventure such as a pistol maybe, or food or a rope. If so, you'll have to buy it and to buy it you will, of course, need money.

You can provide your character with money right now by rolling two dice and multiplying the result by four. This is the amount of money your character has starting out the adventure. And (here's the nice bit) the sum you've just rolled is in *gold sovereigns*!

Since you've probably wasted your entire life learning metric money, you should know that there are:

20 silver shillings in a golden sovereign

12 copper pennies in a silver shilling

This means there are 240 copper pennies in a golden sovereign. It might even be worth knowing there is one golden sovereign and one silver shilling in a golden guinea, although to be honest, golden guineas aren't used much any more, not even in adventures.



# Playing The Game

If you are already familiar with solo adventure gamebooks, you will know that playing them involves moving through various numbered sections. This gamebook is no exception, but there are some very important differences from the way gamebooks are usually played.

To begin with, there are two different *types* of section: Location sections and Action sections. In the layout of the present book, all Location sections are grouped together at the beginning (and clearly labelled as to what they are) while all Action sections are grouped together to form the main body of the book. You can tell at once whether you are looking at a Location section or an Action section by glancing at the head of the page on which it is printed. There, along with the relevant section numbers, you will find either the word **Loc** (for location) or **Act** (for action).

During your adventure, the tracking instructions at the end of a section will normally refer you to an Action section. But each Action section when you reach it will carry a Location section reference. This means that you should turn to the Location section shown in order to find a complete description of the environment in which the action is taking place (usually a room in Castle Dracula). Then return to the Action section and continue reading.

**Loc** sections are complete in themselves and do not

track anywhere, so when you turn to one of them, it is your responsibility to keep a (mental) note of your place in the Action sections.

As you actually play the game, you will find you need to consult the Location descriptions less and less, since you will become increasingly familiar with the rooms of the castle. Action descriptions are headed with the *name* of the relevant location so that you will always know instantly where you are.

All this sounds a great deal more complicated than it really is. Once you begin your adventure, you will quickly get the hang of the new system and after a section or two, you will be using it quite automatically.

By means of this technique, which has been exclusively developed for the Horror Classic gamebook series, a more varied and interesting adventure may be compressed into the available space. This has allowed a unique twin adventure format for the present book, giving you the freedom to play either of two very different characters: Dracula, the dreaded vampire Count, and Harker, the dedicated vampire-hunter.

## Secret Passages, Doors, and Chambers

Dracula's Castle is known to have a number of secret passages, hidden doors and unknown chambers concealed within its gloomy walls. And since the castle was built some centuries before Dracula was born, not all of these are known even to the Count himself.

Wherever (and whoever) you happen to be during the adventure, you may check once per section for secret doors, etc by throwing two dice and modifying your score in accordance with the special instructions you will receive when you select your character.

A modified score of 10, 11 or 12 permits you to consult the *Secrets Section* at the back of the book where you may find information of use.

*Note* that you will not be prompted to roll for secrets in the course of your adventure. It is entirely up to you to remember.

Always make a careful note of the section you are leaving when you find a secret door or passage. While some destinations will track to a different section, others require you to return whence you came, so a note of your section number becomes vitally important.



# At The Gates of Castle Dracula

The coachman fights to regain control as the great horses rear up, screaming their refusal to approach closer to the looming iron gates of Castle Dracula. The black coach sways and teeters, threatening to capsize, but the driver fights the horses successfully so that it rumbles to a safe halt no more than twenty feet from those terrifying gates.

Another flash of lightning illuminates the dismal castle beyond, a darkling collection of towers and turrets looming with a sinister elegance against the skyline.

"We're here, good sir!" the coachman calls, his words half-drowning in a clap of thunder.

The horses move uneasily as the handle of the coach door slowly turns. The door opens and a figure emerges, cloaked against the driving rain, face barely discernible. The horses tremble.

The passenger pauses, then looks up towards the coachman, who blanches visibly. But a low, attractive voice merely says politely, "My luggage please, coachman."

"Indeed," replies the coachman, clumsy in his hurry to be rid of you. He swings the bags down, taking care to approach no closer to the gates than need be.



"Thank you." You fumble in a pocket of your cape and produce a single silver coin which he accepts gratefully, then climbs back to his perch atop the coach. The horses, sensing freedom from this accursed place, begin to wheel the vehicle round of their own accord.

"Shall you be needing me again?" the coachman asks, greed fighting down his terror for the moment.

You shrug calmly. "Perhaps." Who can answer such a question? This is Castle Dracula, where only the mysterious is commonplace. Tomorrow you might need the coachman . . . or lie doomed for all eternity within a cold, dank crypt.

The anxious horses begin to draw the coach forward only inches at a time. The momentum gives the man courage to ask suddenly, "Who are you, sir? I've driven many a passenger to many a place, but I've never met one quite so . . . disturbing as you. Who are you, sir? Tell me that one thing for the love of God!"

*Who are you? The time has come for you to make up your mind. In this grim tale of terror, you may be one of two people. The first is **Jonathan Harker**, an adventurer of reknown. The second is **Count Dracula**, a vampire. Which one you chose to be will determine the course of your adventure from now on. So think carefully as you stand before the gates of Castle Dracula.*

*If you are **Jonathan Harker**, turn to Act 2 (ie Action Section 2).*

*If you are **Count Dracula**, turn to Act 1 (ie Action Section 1).*

# Location Sections

**1**

## **Castle Gates**

You stand beside the high, wrought-iron gates of Castle Dracula. To the north, a rutted driveway leads to the great greystone keep on the high ground. Around you, in all other directions, stretch the vast pine forests of Transylvania, cut by a few narrow roads and winding paths and home to the fiercest wolfpacks of Eastern Europe.

**2**

## **Castle Driveway**

The driveway from the main gates to the cobbled courtyard of Castle Dracula is rutted and in poor repair, as if it has not been used for generations. On each side loom tall and ancient tightly-planted yew trees which effectively conceal what nightmare landscapes may lie to east or west.

**3**

## **Pathway**

You are on a narrow, winding pathway, totally surrounded by soaring trees and tangled undergrowth so dense that it is quite impossible to move off the path for more than a few yards.



4

### Family Graveyard

Tombstones surround you like rotting teeth in the mouth of a madman. The ground is unkempt, weed-infested with a profuse growth of untended grass. Even the gravel pathways which meander between the graves are badly overgrown and in parts disappear completely.

Inspection of the gravestones soon reveals this is a family plot. Here a faint inscription on a crumbling stone tells of Vlad the Impaler, 1310 to 1363, assassinated in a peasant uprising. There the memorial stands to the Countess Drucilla, poisoned in 1713. There is the tomb of Baron Samedi with, according to his epitaph, the deaths of forty-seven of his fellow countrymen on his conscience.

And there, half hidden by a flowering hemlock bush, is the grave of one Count Dracula, whose epitaph comprises the single word: *Risen!*

Nowhere in the graveyard is there a crucifix or cross. This resting place of the ancient dead is as devoid of religious symbols as it is devoid of life.

5

### Waxworks

There are lifelike figures everywhere. Here a beggar hanging from a wooden gibbet, face purple, tongue protruding. Here a beautiful young woman, eyes wide in surprise, her throat cut ear to ear. Here a gallant soldier, impaled upon a stake.

These are wax figures, but wax figures so lifelike that they might be murderous moments frozen in time, victims enchanted in the instant of their greatest horror.

In the centre of this curious chamber is a huge vat of melted wax, bubbling like a sullen quagmire in the nether pits of Hell by reason of a charcoal furnace beneath.

And beyond the vat, more of the ghastly figures. A blind girl with a woodsman's axe embedded in her head. A fat merchant half-devoured by a pack of waxen wolves. A headless priest, a leprous crone . . .

A small, discreet, brass plaque set into the east wall identifies this loathsome chamber as DRACULA'S WAX MUSEUM

## 6

### Ruined Belltower

Nestling in a clearing in the trees, its entrance half-hidden by tangled undergrowth, there stands what remains of a lightning-struck belltower.

Once, perhaps, this stone-built structure housed the Great Bell of Castle Dracula, ready to be sounded in time of war, calling the countryside to arms to repel a Turkish invasion, perhaps, or to stem the advance of Polish tribesmen from the north. But the Great Bell is no more and the tower which once housed it is a crumbling ruin.

## 7

### Interior of Belltower

There are traces of a stone-flagged floor, long ruined by the work of grass and weeds. Trailing ivy and a host of other creepers climb the crumbling walls, which in themselves look none too safe. A narrow staircase spirals upwards, but ends no more than ten feet above your head. The remain-

## Loc 8-11

der, like the higher walls, is now no more than a pile of rubble beneath your feet.

**8**

### Family Crypt

Nestling between twin clumps of deadly nightshade, a small stone structure with a wrought-iron gate marks the site of some ancient family crypt.

Through the gate, you can see a stout wooden door behind a tiny antechamber.

**9**

### Inside the Crypt

Inside the crypt is a bare chamber, devoid of ornament or furnishing. However, a short flight of stone steps leads downwards to a subterranean room which houses three coffins on separate stone biers.

**10**

### Castle Courtyard

A narrow, cobbled courtyard sweeps east and west, dominated by the looming bulk of the great castle to the north. To the east, steps lead downwards into an extensive sunken garden. South, the driveway winds back to the main tes. Northwest is an archway leading to a smaller, enclosed cobbled yard, while west lie stone-built, whitewashed outbuildings.

## 11

**Stable Yard**

Stables which appear to be empty all but surround the enclosed yard on three sides. South is an arch leading into the main courtyard of the castle, while east a small wooden gate leads into an ancient orchard.

## 12

**Sunken Garden**

Someone has been planting poisons. The garden is laid out to nightshade, thorn apple, wolfsbane, henbane, laburnum, foxglove and a variety of colourful toadstools including skullcap, panthercap and the brightly spotted fly agaric. The effect is striking, although the combined scents seem a little overpowering.

## 13

**Castle Dracula**

Was there ever such an ominous structure? Castle Dracula does not so much rise up above the surrounding forest as crouch over the highest ground. The stonework is dark and crude, speaking (like the small size of the building) of the castle's great age. This keep was erected at a time when Transylvania was young, a time before the Pole or the Turk, before even the wild-eyed Tartars came on their sturdy ponies. The history of these ancient stones is lost, but you may rest assured the sacrificial tribute of the cornerstone was made to elder gods.

## 14

**Castle Orchard**

Gnarled boughs and twisted branches rise like tortured souls from unkempt, overgrown vegetation. The fruit –





apples, pears and plums – is stunted, wizened for want of care. To the west a small gate leads into a cobbled courtyard. To the north, another gate opens on a narrow, winding path.

**15****Chill Room**

This long, narrow room is stone-lined, bare and very, very chill. Polished benches in limestone and marble circle the walls. A door in the southern section of the east wall leads outside. A second door in the northern section of the same wall opens into another room.

**16****Family Mortuary**

The acrid stench of formaldehyde, aloes, bluestone and saltpetre immediately gives the clue to the purpose of this gloomy chamber: it is the family mortuary. Tables and benches groan beneath the weight of the instruments and unguents. Here preservatives for corpses. There coffin-maker's tools . . .

In this very room, it seems, generations of nobility of the Dracula line have been prepared for burial: some beautified, some mummified, some rouged, some shaved, all dead and some, perhaps, restless . . .

Peculiarly for a room such as this, the walls are lined with portraits, the eyes of which appear to follow you as you move around. Beneath them, near the tables, are a number of oakwood cupboards, securely closed; some of them more than six feet high.

**17**

### **Kennels**

Despite their outward appearance, these are not stables, but rather kennels. No horse resides here, nor ever has. And yet, by the smell, these kennels have not housed dogs either. The all-pervading reek is that of wolf.

**18**

### **Main Door of Castle**

The great main doorway to the castle is old and studded with large iron nails, set in a projection of massive stone. Grotesque carvings writhe within the stone, but they are now so worn and weathered, it is impossible to determine precisely what they represent. On the door there is neither knocker nor bell.

**19**

### **Outer Hall**

Strewn rushes carpet the stone floor of the outer hall. To either side of the main door, iron brackets hold twisted torches of reed and tar. A squat oak table stands to the east, while twin doors of polished oak are set in the northern wall.

**20**

### **Entrance Passage**

You are in a passageway which runs due east/west. Twin oakwood doors are set in the southern wall, while to the north is set another doorway beside stone stairs spiralling upwards. Eastwards the passage kinks like the hind leg of a dog and a narrow doorway breaks the eastern facade.

**21****Eastern Passage**

This section of the shadowy passage ends in a stout door to the east. Two further doorways are set into its northern wall. Westwards, the passage continues into murkiness.

**22****Dracula's Lavatory**

A single door to the south gives entrance to this large, chill chamber; and that door, on its inner side, is festooned with enough chains, bars, locks and bolts to deny entrance to a battalion of fiends from the nethermost pits of hell.

Only a small oil lamp set in a niche of the western wall lights this dreary chamber. To the north is set a massive wooden seat of easement, connected to the most rudimentary plumbing. Beside it, to the east, stands a scrubbed pine table on which rest a jug and bowl, the jug half-filled with rusty water.

One wall and a portion of the stone floor near the seat is covered in ancient graffiti.

**23****Junk Room**

A window in the north wall of this room overlooks what seems to be a formal garden; but the glass is so grimy and the room so cluttered with the memorabilia of centuries that it is difficult to be certain. Chests, cases, boxes, broken statuettes, old furniture, dusty ornaments fill this chamber almost to capacity.

**24**

**Music Room**

This north/south running room is so narrow that it creates the impression of having been converted from a corridor. To the north, near the only window, is a grand piano. Lightly padded upright chairs – two dozen in all – are set around the walls. There are two doors in the northern and southern segments of the western wall.

**25**

**Sitting Room**

A row of windows in the northern wall of this large room have been bricked and boarded so that not a chink of light may enter. The room itself is comfortably, indeed luxuriously, furnished in antiques which, despite their considerable age, remain in excellent condition. There are sofas and armchairs, two large mahogany tables, and a series of bookcases, their glass-fronted doors leaded in diamond fashion, line the walls. Doors are set in both east and west walls.

**26**

**Withdrawing Room**

A huge fireplace in the western wall dominates this strangely-furnished chamber. Threadbare Persian rugs are strewn on the stone floor, while the stone walls serve as display space for trophies of various types: wolfheads, mounted wildcats and, more sinister, what appears to be a preserved human head, its leathery features staring vacantly outwards beneath a Turkish fez.

A cabinet of ancient arms is set against the eastern wall. Within it are several flintlock pistols as well as a

more modern revolver, knives, daggers, spears and even a mediaeval mace. Beside the cabinet is a door, while two further doors are set in the southern and western walls respectively.

**27****Dining Room**

A polished banquet table of gargantuan proportions dominates this huge windowless room whose rushlights flicker beneath the solemn rows of ancestral portraits which line the walls. There are secondary tables to the west and south, both displaying cabinets of silver and gold cutlery, crystal decanters and silver goblets.

There are two doors set in the north wall; and a further two to the south and east respectively.

**28****Cloakroom**

The cramped apartment, scarcely larger than a walk-in cupboard, smells of damp and mould. Racks and pegs stand in readiness for outerwear, some of them already occupied by evil-smelling cloaks. Several pairs of leather riding boots have been placed immediately inside the door.

**29****Kitchens**

Huge black coal-burning stoves set against the western and northern walls dominate the castle kitchens. Curiously, both stoves are unlit and feel stone-cold to the touch. Three pine tables share the dusty stone-



flagged floor. On each is a selection of cooking utensils and knives. Of the cupboards here, several lie open but no foodstuffs are evident within them. Indeed, there is every indication that these kitchens have lain unused for years.

A door is set in the north wall, while an archway to the east leads on to a flight of stone steps climbing upwards.

### 30

#### The Library

Although a library and study combined, the only window of this room – a narrow enough slit high up in the northern wall – is shuttered and barred, so that the only light available is the mellow glow of oil lamps, a great many of which are displayed on polished brass pillars throughout the room.

The books which line the shelves like soldiers in an ancient army are mainly historical accounts of Transylvania's troubled past. There are newspapers and magazines scattered on a writing desk and nearby table. On closer inspection, all prove to be English: *The London Illustrated News* . . . *The Times* . . . *The Manchester Guardian* . . . *Sporting Life* . . . *Rod & Gun* . . . *The Tatler* . . . *Punch* or the *London Charivari* . . .

A single door to the south provides the only entrance and exit of this room.

### 31

#### Walled Garden

You have entered a walled garden laid out, several generations past to judge by the maturity of the trees, with classical formality. But it requires no more than a

brief glimpse across the rolling lawns and shrub beds leading to the stately elms to convince you that this magnificent creation has been neglected for many, many years.

### **32**

#### **Enclosed Courtyard**

This small courtyard is well cobbled but, being totally enclosed, is manifestly no place for a horse. Which is strange, since the courtyard is surrounded on three sides by what appear to be stables.

### **33**

#### **Upstairs Corridor**

The narrow staircase leads on to a gloomy corridor off which stand a series of locked doors, twelve in all. Beyond them, at the end of the corridor, a second flight leads upwards to the castle battlements.

### **34**

#### **Castle Battlements**

From this vantage point it is evident that the castle has been built on the edge of a vast cliff so that on three sides it is naturally impregnable with no means of escape. The cliff face drops away immediately beyond the outer stables and the orchard wall to the north. Westward, the precipice lies directly outside the western wall of the family graveyard, while to the east the drop is at least guarded by the almost impenetrable woodland.

The battlements themselves are in poor repair: stonework and mortar crumbling everywhere, with one portion actually broken and caved in, halting progress completely beyond that point.

**[35]**

**Dracula's Crypt**

A narrow, winding flight of stone steps leads upwards from this dismal chamber deep within the bowels of the earth. The crypt itself is small: no more than thirteen feet square. Near the northern wall is set a granite sarcophagus, within which rests an ebony coffin filled with consecrated earth. The remainder of the chamber is quite featureless, excepting the remnants of some heavy maroon drapes which once hung on the west wall.

But featureless or not, the entire chamber reeks of ancient power too dreadful to gainsay.

**[36]**

**Deadly Boudoir**

The room is that in which some lady of high estate might make her toilette. Here is a dressing table well equipped with vials of the finest perfumes and jars of unguents for the beautification of the skin. A cabinet nearby contains a selection of wigs and ribbons. A wardrobe to the east is resplendent with ball gowns of silk and satin. Another to the west contains diaphanous night attire in white and palest blue.

Soft carpeting covers the floor, tasteful curtains hide the walls. At first glance this might be a bedroom, but for one small detail: there is no bed here. But stark against the pastels of the room are three black, brass-handled coffins.



**37**

### **Priest Hole**

Although cramped to the point of claustrophobia, this secret chamber will nonetheless allow a single person to stand, sit and even lie in comparative comfort. Crucifixes have been set into the four walls at the cardinal points and the very stonework reeks of garlic.

**38**

### **Ghoul Haven**

You have entered a warren of interlinking tunnels, burrowed, to all appearances, out of the naked earth. No stone-lined corridors here, but rather the sett of a badger or the den of a fox so large as to dig this maze.

**39**

### **Castle Chapel**

What a strangeness in such a place! Here, amid the odour of sanctity and incense, is a beautifully-appointed chapel, complete with high altar, grand crucifix, silver crosses, votive lamps and delicately sculpted statues of the saints.

**40**

### **Hall of Mirrors**

The light source you carry blazes into a veritable sunburst as you enter this magnificent chamber: a hall of mirrors casting myriad reflections from walls, floor and ceiling to create an infinite regress as reflection catches reflection in corridors of glass that stretch, so it would seem, to all eternity.



# Action Sections

## 1

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### Dracula's Crypt · Loc 35

Your eyes open. There is someone at the gates! You know this as surely as if you stood beside the coach with lighted torches. An instinct, honed by centuries of survival, warns you of danger. No ordinary mortal would dare to seek you here in the ancestral home which has been so long the seat of your power. Only Abraham van Helsing, doctor, lawyer, metaphysician and vampire-slayer would dare to enter here. There can be no doubt he seeks to destroy you, as he has destroyed so many of the undead. But in his visit lies opportunity as well as danger, for if you can but slay van Helsing, no living soul has power enough to stand against you. With van Helsing dead, you may do what you wish to do, go where you wish to go, growing more and more powerful by the centuries until the entire world bows the knee to you.

You climb from the coffin and stand upon the cold stone floor, drawing your cloak about you like folded bat's wings. You hunger. Not the ravening lust that overcomes you when blood is scarce (for you fed to satiation before cockcrow last night on that prying solicitor from London, Mr Harker) but rather the keen edge of anticipation which heightens your senses and makes undeath worth living.

## Act 2

You are Dracula, Transylvanian noble, soldier and vampire. This is your castle and your prey is, all unwittingly, about to step within its walls.

Proudly, you walk from the sarcophagus and draw from the depths of your black cloak a stick of blood-red chalk with which to draw the divination circle. For now your ancient enemy is so close, you may at last discover his real strengths and weaknesses.

*(As the fiend which is your alter ego bends to enscribe the hellish sigils of the divination circle, you must now roll up and note down van Helsing's stats exactly as you did your own.)*

You rise, a thin smile playing on your cruel lips. Van Helsing will not survive this day. You, Dracula, will hunt him down, slay him swiftly, then absorb his very life blood to fortify yourself against the mightier tasks ahead.

*Before you leave your private crypt, the preparation you should undertake is spelled out at Act 3.*

### 2

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#### Castle Gates · Loc 1

You reach out a well-manicured hand and push. The great wrought-iron gates of Castle Dracula swing open in an eerie silence broken only by a distant wolf's howl. The pathway before you, leading northwards, will take you to the hellish mansion and the monster who is its ancient master.

You hesitate, but from a natural caution not from fear. You are Jonathan Harker, known to the world as a humble solicitor's clerk from London and here, in Transylvania, ostensibly on business for your firm.

But beneath this carefully-maintained facade, there



## Act 2

lurks a grimmer truth. For soft-spoken Harker is a secret student of occult lore, an individual who delves deeply into the mystic storehouse of arcane knowledge. And from that source you have unearthed the dreadful secret of this dark castle. You, and you alone, know that the creature who has been lord and master here for generations is actually the foulest denison of nature's night side, a vampire of such power, such concentrated evil, that the very fabric of civilization might rip apart if he were ever to leave his ancient demesne.

Yet leave he will – and soon. Your firm actually dispatched you to arrange the purchase of a house in London on the Count's behalf. At that time, you had no knowledge of his evil nature, of course. But as you travelled with the deeds through Transylvania, persistent rumours came to your ears: rumours of sheep killed and drained of blood, cattle slaughtered and left empty husks.

Aye, and darker rumours still, of men and women growing pale and dying with strange puncture marks near their jugular veins. It could add up to only one thing: a vampire abroad. And as your journey carried you closer to Castle Dracula, the evidence grew overwhelming: the vampire was none other than your prospective client, Count Dracula himself – the same Count Dracula who was even now planning to leave his native Transylvania for the more densely-populated feeding grounds of London.

Only you can stop him. For only you know the hideous truth and only you have the knowledge to face such a one as this in mortal combat.

*Before deciding on your next move, there are certain things you must know about Jonathan Harker. These you will discover at Act 4.*

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Dracula's Crypt · Loc 35

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As the dreaded Undead Count, you are bound by certain special rules as follows:

1. For every section you visit or revisit, you will *lose* 2 LIFE POINTS, unlike normal adventurers who actually *gain* LIFE POINTS when they visit a new section.
2. Neither MEDICINE nor NATURAL HEALING will work for you. You can regain LIFE POINTS only by drinking the blood of your victims. This can only be achieved during combat when a throw of 6 or 12 will add your opponent's current LIFE POINTS to your own, up to your natural maximum of 100. (Note: this does not *remove* anything other than the regular dice damage from your opponent when it occurs.)
3. Your PSI powers are:
  - a) *Control of Small Animals*
  - b) *Teleportation*
  - c) *Transformation*

*Control of Small Animals* is useful if you are attacked by any animal smaller than a human being (rat, dog, cat, wolf, etc). One expenditure of PSI energy (or the equivalent 20 LIFE POINTS) will stop an attack by one or more animals. A second expenditure will actually persuade the creature to fight on your behalf. But if you have enslaved an animal in this way, each new combat situation requires a check roll of two dice to determine whether or not the animal will turn on you. In the check roll, you must throw better than 4 for the creature to



## Act 4

fight on your behalf. Score 4 or less and it will join your opponent and fight against you. (In this circumstance, you may, of course, use further PSI to halt the attack.)

*Teleportation* must be used to exit from your crypt at all times and may be used to enter it again until such time as you discover the secret passage. You must use *Teleportation* to reach your crypt directly at any time during an adventure, except during combat. To do so, technically, leaves you at **Action** section 5, **Location** section 35.

*Transformation* permits you to take on the temporary shape of a bat during combat. In this form, you are much harder to hit and your opponent must score 8 or better to do so. As against that, you are nowhere nearly so strong, so that your **STRENGTH** figure temporarily drops to 1 (which affects the calculation of damage you inflict against your opponent). A second expenditure of PSI is required to turn you back to human shape.

### *Secret Doors*

Within the castle, you may add 2 to your checkroll for secret doors. Outside the castle, since you are less familiar with the location, only 1 may be added. If you are successful in your roll, you may then check the Secrets Table on page 199.

*Now turn to Act 5 to begin your adventure.*

As Jonathan Harker, your occult studies have permitted you to develop the following PSI abilities:

- a) *Beatification*
- b) *Sanctuary*
- c) *Stake Driving*

*Beatification* is the ability to bless yourself or any weapon you may be using for the duration of a given combat. This blessing gives you an additional 5 points of damage against your opponent on each successful strike.

*Sanctuary*, which lasts for a single combat situation, casts such a strong religious aura around you that any damage scored against you is automatically reduced by 5 points.

*Stake Driving* is by far your most important PSI attribute since it is the only way to kill a vampire totally. To use this ability, you must first expend one PSI point (or the equivalent in LIFE POINTS) then score a natural 6 or 12 on your *next* combat throw. A successful score of 6 or 12 will utterly and instantly destroy a vampire (but will have no particular effect on anything else). If, however, you fail to score 6 or 12 immediately, the PSI energy (or LIFE POINTS) invested will be gone.

### *Secret Doors*

Your keen powers of observation permit you to add 1 to any checkroll you may make for secret doors, inside or outside the Castle. If your roll succeeds, you may then consult the Secrets Table on page 199.

*Now turn to Act 6 to begin your adventure.*

---

Dracula's Crypt · Loc 35

You glance towards the stone steps leading upwards from your crypt, mildly irritated at the ancient power which forbids you to climb them. But it is no matter: your teleportation abilities will take you swiftly from this place to begin your death hunt for the upstart van Helsing. You raise powerful arms aloft, knot your brows in concentration and, at the cost of 1 PSI point, begin the process of teleportation.

For the barest instant, nothing happens. Then your body begins to shimmer and fade in a curious pulsation before flickering out completely with an abruptness that is almost shocking.

*But where have you gone? Your options are the music room at Act 9, the walled garden at Act 15, or the closed courtyard at Act 19.*

---

Castle Gates · Loc 1

Mentally you check your possessions. Your overnight case carries the bare necessities of civilized existence: a face flannel, toothbrush, quill and paper for the keeping of your Journal and a signed copy of a curious work entitled *GrailQuest: The Castle of Darkness* which you plan to read during those intervals when your present task permits. All else has gone: your spare clothing, your weapons, your vials of holy water, your wreath of garlic flowers, your crucifix, your collection of hand-carved stakes – all lost with the remainder of your luggage when

brigands attacked the coach on the Austrian border. No matter. You have your knowledge and your PSI powers and a grim determination to survive. At least long enough to rid the world of the ancient foulness that is Count Dracula. You will explore bravely, fight fiercely with anything that comes to hand. And you will triumph!

Briskly, you move to meet your Destiny.

*But, if one may ask, in which direction? Northwards lies the driveway to the castle at Act 10. South and west are both blocked by forest and impenetrable undergrowth, while southeast at Act 16 takes you back along the road by which you came.*

## 7

---

Sitting Room · Loc 25

The room itself is empty of people, although you note to your horror that someone – presumably van Helsing – has been here before you, for a wreath of garlic flowers has been hung on the western door.

*Which is bad news for an old undead like yourself. Removing the wreath will cost you 5 LIFE POINTS if you want to go through the western door to Act 17. Or you may, if you wish, return to the music room at Act 21.*

---

Castle Driveway · Loc 2

Now, as you approach closer to the looming castle, you can see two narrow roads leading off the driveway, westwards to the left, eastwards to the right.

*Turning west here will take you to Act 12. To go east, turn to Act 20. To continue north to the castle, go to Act 24.*

---

Music Room · Loc 24

*Something* is playing the piano! And playing a hymn unless your pointed ears deceive you!! This can only mean one thing: van Helsing is not alone!

(You dismiss at once the fancy that van Helsing himself might be the pianist. The man could not carry a tune if he were paid his weight in sovereigns.)

You step forward, hissing. Whoever is here means food. You stop abruptly. From your new vantage point, you can see the piano is in fact being played by a plump, near naked baby with round blue eyes and an interesting little vein pulsing in the neck. You are moving forward again, delighted to find such a tasty (and unexpected) morsel when you notice the baby's little wings!

*The little horror is a cherub! Doubtless evoked by van Helsing in an attempt to slaughter you. It has 50 LIFE POINTS and its stats are SPEED 5; COURAGE 6; STRENGTH 3; SKILL 2; PSI 1. The cherub's PSI ability is the creation of a garlic-flavoured fireball which will remove 15 of your LIFE POINTS. (Throw one die*



*not to determine how often the creature will attempt to use this ability.) If the cherub kills you, go to Act 13. If you survive, you may exit the Music Room through the northernmost door to Act 7 or the more southerly door to Act 11.*

---

10

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Castle Driveway · Loc 2

There is, however, a pathway leading through the trees eastwards.

*Which you may take, if you wish, by turning to Act 18. Or you may continue towards the castle at Act 8.*

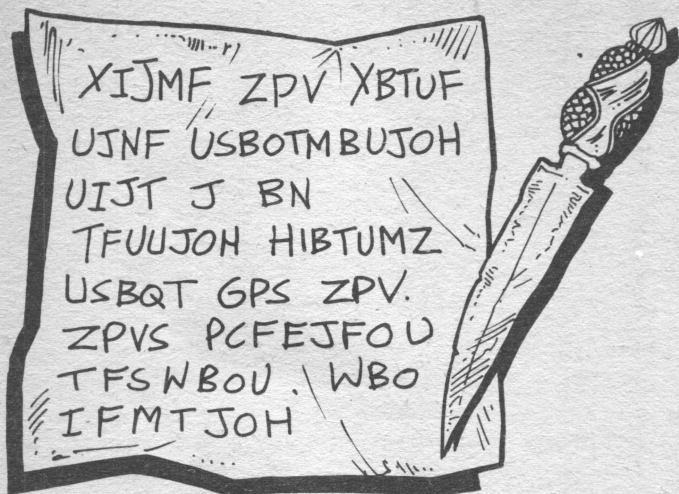
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11

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Entrance Passage · Loc 20

As you turn to close the music room door behind you, a sight to chill the blood (if your blood was capable of any further chilling) greets you. Pinned to the woodwork with an ornate silver dagger is a scrap of paper. Cautiously you release it and discover written on it in a strong copperplate is a coded message:



*Which is probably all very interesting, but where to now? West along the passage leads to Act 23, east to Act 27. The narrow doorway mentioned leads back into the music room at Act 21. The double doors in the south wall open into Act 33. The door to the north may be entered at Act 39, while, finally, you may climb those stairs at Act 47.*

---

12

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Family Graveyard · Loc 4

What an eerie place. So eerie, in fact, that as you explore, you cannot quite shake off the feeling that there is something following you.

You look around you, but there is nothing to be seen except the crumbling headstones. Should you go east to the driveway? Your explorations have shown you



## Act 13

another exit from this accursed, gloomy place: a path leading northwards. And there was too, to the south-west, what appeared to be the entrance to an ancient crypt which might prove interesting (and possibly quite lethal!) to explore. But why can't you shake off that feeling of something following you?

Possibly because there *is* something following you! With a horrid crackling of dried twigs, lurching towards you from the bushes is a shambling, rotting hulk barely covered by the scraps of rags that once were graveclothes. Staring eyes are locked upon you. Huge leprous hands reach out.

You freeze, paralysed by sudden terror, until you can actually feel the creature's rank breath on your face. Then your immobility breaks suddenly and you are fighting for your very life against what can only be a zombie!

*And a nasty old thing it is. Not many LIFE POINTS – 25 to be exact – but it is so diseased that any throw of 11 or 12 will infect you with fungoid rot, causing 5 LIFE POINTS to fall off for every section you visit hereafter until you find a cure. The zombie's stats are SPEED 1, COURAGE 6, STRENGTH 3, SKILL 2, PSI 0. If it kills you, go to Act 14. If you survive, turn to Act 22.*

---

### 13

#### Hell · Loc Unknown

You're dead. Or, more properly, no longer undead. Somebody (or something) has helped you shuffle off the mortal coil. Fortunately vampires have a trick or two up their opera cloaks; and one of them is a very nasty habit

of creeping back to their crypts for a quick regeneration. Which is what you are in the process of doing now, of course. Roll up fresh stats, collect another 100 brand new LIFE POINTS and go to Act 5. The only bad news is that any nasty you may previously have faced will be regenerated too. But that, as they say, is show business.

---

14

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**Heaven · Loc Unknown**

Never mind the golden pavements and the harp musak: you have a job to do! Jonathan Harker would never hang around enjoying himself up here while the dreaded Count still lived. You must go at once to the Reincarnation Centre, pick up 100 new LIFE POINTS, re-roll your stats, then beam down to Act 6 where you can start again. The only bad news is that any nasty you may previously have met and vanquished will have reincarnated too by now.

---

15

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**Walled Garden · Loc 31**

You shake your head to clear it. You are ancient beyond belief and sometimes your memory is not what it was. You have a vague recollection of a doorway in the eastern wall to the north: and, sure enough, exploration shows this to be true. Southwards, the garden forms an inverted L around your castle. The L is on its side, having fallen to the left. On one leg of the L to the south



## Act 16-17

is a door. On the other, south west, is a second door. Both, presumably, lead into the castle itself.

*A wide choice, my dear Count. The door in the outer wall leads directly to Act 25. The southern door into the castle takes you to Act 29, while to enter by the southwestern door you should turn to Act 35.*

### 16

---

#### Forest Road · Loc Lost

Now that you no longer travel by coach, the winding forest road seems dreadfully unfamiliar. And the howling of the wolves seems dreadfully near. Which, in a moment, seems scarcely surprising since the pack has now broken cover and you can see you are completely surrounded.

*Roll one dice to determine the number of wolves which will attack you. Each has 25 LIFE POINTS and the following stats: SPEED 5, COURAGE 5, STRENGTH 4, SKILL 5, PSI 0. If you survive their onslaught, (which frankly seems unlikely) you may run quickly back to Act 6. If not, the pack will drag your corpse to Act 14.*

### 17

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#### Withdrawing Room · Loc 26

You stare thoughtfully at the cabinet, wondering whether you should select a weapon for use against van Helsing.

*If you think you should, turn to Act 31. If not, try Act 37.*

---

18

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## Pathway · Loc 3

The way ahead forks northeast and southeast.

*Northeast takes you to Act 26, southeast to Act 32. Or you may, of course, retrace your steps to Act 10.*

---

19

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## Enclosed Courtyard · Loc 32

*You may investigate those stables at Act 41. Alternatively there are two closed doors leading out of the courtyard: in the south wall to Act 45 and in the west wall to Act 51.*

---

20

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## Pathway · Loc 3

You travel east for a short distance before the path forks northeast and southeast,

*Northeast takes you to Act 28; southeast to Act 34.*

---

21

---

## Music Room · Loc 24

The corpse of the cherub is beginning to putrify nicely, scenting the air with the sweet smell of corruption. Beyond it, the piano begins abruptly to emit random notes, even though no-one is actually playing. Swiftly

## Act 22

you leap forward and fling back the lid to find a large, red-eyed rat trapped in the strings.

*You may eat the rat at Act 49 or control it at Act 43. Or then again, you may simply leave once more, through the northernmost door to Act 53, through the southernmost door to Act 57.*

### 22

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#### Family Graveyard · Loc 4

Bits of the zombie are strewn everywhere, as much indicative of its state of decomposition as the ferocity of your attack. Repulsive though the job may be, you determine, nonetheless, to search the pieces thoroughly since it has been your experience that useful items may be discovered in the most unlikely places. And so it is now, for when you prise open the reluctant fingers of the creature's left hand (*rigor mortis* sets in instantly with zombies) you discover a vial of colourless liquid, labelled with a skull and crossbones and boasting the remarkable title:

Dr Viktor Von Frankenstein's  
*Patent*

**CORPSE REVIVER**

*(Keep out of Reach of Adults)*

INSTRUCTIONS: Drink when desperate.

The cautious testing of a small drop on tongue-tip informs you that this is an alcohol and laudanum-based herbal elixir of considerable potency.

*Sufficient, in fact, to restore you to your full complement of LIFE POINTS when imbibed. Unfortunately the vial contains only enough for a single dose. Take the windfall and decide whether to leave this eerie place eastwards to Act 24 or north to Act 30. Or you may, of course, decide to investigate that peculiar-looking crypt to the southwest at Act 36.*

## 23

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Entrance Passage (Western Section) · Loc 20

The door stands slightly ajar in the northern wall, while further to the west, the passage turns at right angles northwards and ends, a short distance further, in a flight of narrow stone steps leading downwards.

*Interesting development. If you wish to pass through that inviting northern door, turn to Act 59. If you prefer to take the stairs down, turn to Act 55.*

## 24

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Castle Courtyard · Loc 10

But before you decide where to go next, you will assuredly have to do something about that jet-black equine creature even now galloping towards you, nostrils flared, hooves sparkling, eyes ablaze with hate.

*The creature is, of course, a NightMare; and singularly dangerous it may prove, my dear Harker. The NightMare has 40 LIFE POINTS and the following stats: SPEED 6;*





## Act 25-27

COURAGE 4; STRENGTH 6; SKILL 3; PSI 0.  
*Worse still, it scores +2 on any damage by reason of its steel-hard hooves. If this dread creature kills you – and it will certainly do its best – go to Act 14. Should you survive, turn to Act 38.*

### 25

---

#### Cliff Edge · Loc Immaterial

You fling open the door in the outer wall and step forward bravely, remembering too late the curious design of this portion of your demesne as you walk over the sheer cliff edge and drop through an eternity onto the cruel rocks below.

*Not even a vampire could survive that sort of splat. Go to Act 13.*

### 26

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#### Pathway · Loc 3

The way ahead forks north-northeast and southeast.

*North-northeast will take you as far as Act 40. Southeast leads to Act 46 while backtracking will get you to Act 18.*

### 27

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#### Entrance Passage (East) · Loc 21

Old daguerrotypes of battle scenes and abattoirs line the southern wall immediate above a portrait gallery of

## Act 28-29

your most tasty victims dating back to the delightful Esmerelda Fairchild in 1662. Two doors, both closed and one surmounted by a stuffed bat, are set in the northern wall while the passage itself ends in another closed door to the east.

*You may pass through the stuffed bat door at Act 61. The other northern door leads to Act 65, while the door to the east may be investigated at Act 73.*

---

### 28

#### Dracula's Folly · Loc Nearby

The pathway opens abruptly into a clearing in the centre of which is the most curious building you have ever seen: a tortured stone construction designed to represent an excrudescence of fungus. The windows in this monstrosity are so filthy as to be almost opaque. A single oakwood door stands ajar sufficiently to give you the merest glimpse of a roseate glow within.

*The thing is, will you enter? You may do so at Act 42. Alternatively, of course, you may always retrace your steps to the fork at Act 20; or even all the way back to the driveway at Act 8.*

---

### 29

#### Entrance Passage (East) · Loc 21

Old daguerrotypes of battle scenes and abattoirs line the southern wall immediately above a portrait gallery of

your most tasty victims dating back to the delightful Esmerelda Fairchild in 1662. Two doors, both closed and one surmounted by a stuffed bat, are set in the northern wall while the passage itself ends in another closed door to the east.

*You may pass through the stuffed bat door at Act 61. The other northern door leads to Act 65, while the door to the east may be investigated at Act 73.*

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30

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## Castle Courtyard · Loc 10

A slender, white-gowned figure passes through the archway and moves towards you. As it draws closer, you can see it is a fair young woman, beautiful of face, graceful, slender, yet attired in a curiously outdated gown.

You hesitate. Count Dracula is not the only vampire in this hellish place you suspect. Could this be another? Yet this child's face radiates such innocence, such goodness that you can scarcely find it in your heart to believe she could be other than purity personified. She has not seen you, but a single forward step will place you in her path.

*You may take that step at Act 44. Or skulk until she has passed by at Act 48.*

31

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Withdrawing Room · Loc 26

Careful examination reveals that though the revolver is in working order, there is no ammunition to be found anywhere. The flintlock does have enough powder and ball for five shots, but is so slow to load, it can only be used once in combat. If the shot is successful, however, +20 is added to damage scored. Using any knife or dagger gives +5 on damage but reduces your SKILL factor to zero. The spear is ornamental and useless. The mace gives a massive +10 on damage, but lowers both SPEED and SKILL factors to zero. In any combat where you make use of a weapon, you will be unable to feed whatever your combat dice score.

*Now make your selection and then go to Act 37.*

32

---

Pathway · Loc 3

The pathway forks northeast and east.

*Take the northeast fork to Act 50 or east to Act 58.*

33

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Outer Hall · Loc 19

There is mud just inside the main door to the south, clear indication that someone has entered the castle while you slept in your ebony coffin. You kneel to examine it and discover the mud is still damp, con-

firming that the intruder passed this way but recently. Van Helsing without a doubt. But where has he gone? Where has he hidden himself within your keep?

You rise and move south to the great studded front door, determined to find out if there is a carriage or other form of transport in the courtyard outside. But as you reach out to open the door, your finely-honed vampiric instinct causes you to pause. There is danger here!

And sure enough, examination of the door reveals a single thread joining door to lintel: innocent enough in itself perhaps, but quite possibly indicative of some fiendish trap set by the dreaded van Helsing.

*The thing is, will you risk springing it in order to go outside the castle? If you fancy your chances, turn to Act 63. Alternatively, you may return north to the entrance hall and select a different option from Act 11.*

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34

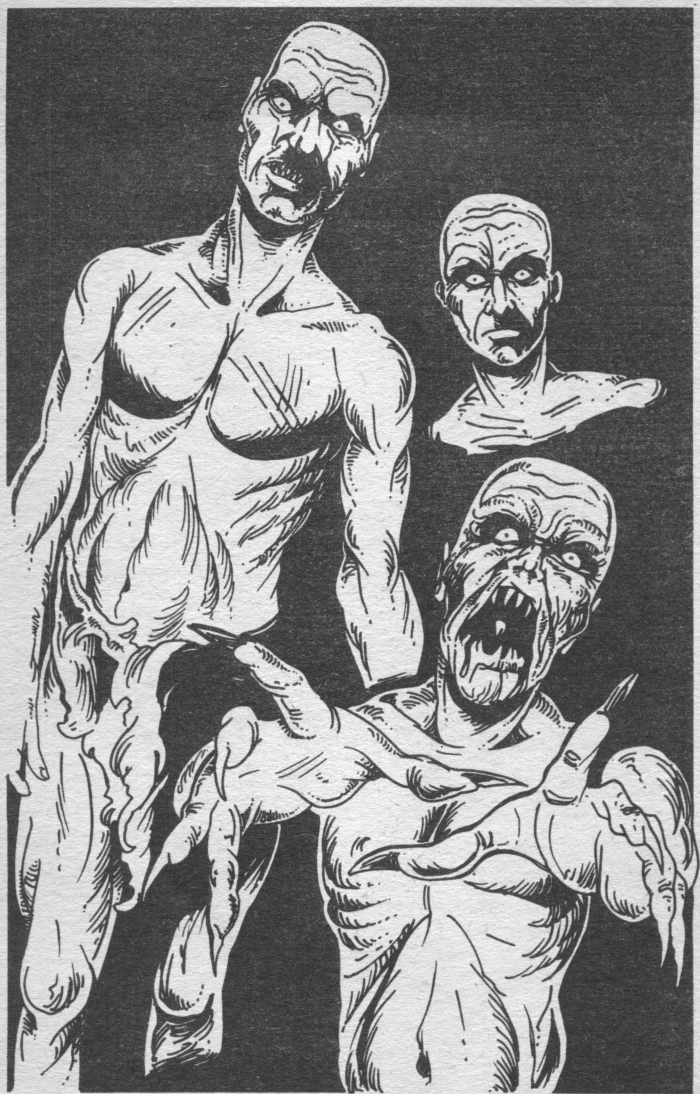
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Ruined Belltower · Loc 6

To enter this ruin may not be a particularly good idea.

*But you may do so, if you wish, at Act 52, or retrace your steps to Act 20, or possibly take that narrow little forest pathway south to Act 60.*





## 35

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Dining Room · Loc 27

Even as you step through the doorway, you realize you are not alone. Three of the most hideous creatures you have ever seen are grouped around the dining table tearing raw chunks of meat off what might be the body of an elongated pig . . . or might be something far more sinister.

They look up as you enter, fanged humanoid monsters, thin to the point of emaciation, dead white in colour, hairless and naked but for scraps of filthy rags about their loins. They smile, pale eyes locked on your own. They rise and move towards you with slow deliberation.

*This looks like trouble, Count. You may gain an automatic first strike if you attack them instantly and viciously at Act 67. Or you may bid a hasty retreat on Act 15 and select a different option. Or you could, of course, stand perfectly still and see what these three jokers plan for you at Act 75.*

## 36

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Family Crypt · Loc 8

You push the gate and it swings back creakily. Stepping forward into the antechamber, you approach the wooden door. Beside the handle is a large keyhole and, on impulse, you bend down to peer through it.

An eye peers out at you from the other side. . .

*It may, of course, be a mirror affixed to the inside of the keyhole, but somehow that seems a little unlikely. You may try to open the door at Act 54. Or slip away nervously eastwards to Act 24. Or possibly run like hell north to Act 30.*

---

Withdrawing Room · Loc 26

*The door in the west wall leads to Act 69, in the south wall to Act 77 and in the east wall to Act 71.*

---

Castle Courtyard · Loc 10

The creature was no natural horse: even now the black body is a writhing, melting chaos draining swiftly into the very substance of the cobbles. As you watch, a glint on the ground catches your eye. You investigate and discover a copper-plated key: highly polished tines set into a polished wooden haft. You drop the key into your pocket and look around, deciding on your next move.

*A move which involves a choice from the following options: You might, if your courage does not desert you, move north to the castle itself at Act 56. Or descend the steps eastwards at Act 62. The buildings to the west may be investigated at Act 68. Or you may go through the northwestern archway at Act 74.*

---

Entrance Passage · Loc 2

Entering this door does not seem quite so easy as it first appeared. While it is certainly unlocked, someone (van Helsing!) seems to have jammed it tight.

*Throw one die against your current STRENGTH stat. If your score is equal to or lower than your STRENGTH, the door will open, allowing you to enter Act 17. If not, your only option is to return to Act 11 and select a different option.*

---

40

Pathway · Loc 3

The path forks north and south.

*North will take you to Act 60, south to Act 64.*

---

41

Kennels · Loc 17

And the source of that reek bounds towards you, growling, at this very moment!

*Roll one dice to determine how many wolves are loose in the kennels. Each has 25 LIFE POINTS; SPEED 5; COURAGE 5; STRENGTH 4; SKILL 5; PSI 0. If the pack kills you, turn to Act 13. If you survive, you may select a different option at Act 19.*

---

42

Waxworks · Loc 5

You take a single, hesitant step forward.

*Yeaaaaaah!*

The creature bearing down on you is elderly, female,

## Act 43

angry and armed with an axe. Her eyes are wild, like some homicidal inmate of an asylum for the criminally insane.

*You might try to reason with her, in which case you may as well go directly to Act 14. If you prefer to make a fight of it, the axe-wielder's stats are: LIFE POINTS 30; SPEED 3; COURAGE 5; STRENGTH 3; SKILL 2; PSI 0. The axe does, however, give her the advantage of +10 on damage scored against you. If you are killed, turn to Act 14. If not, go to Act 66.*

## 43

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### Music Room · Loc 24

You grip the edge of the piano to steady yourself against the energy drain which always accompanies the use of PSI. As you do so, the rat wriggles free of the wires, bows, and remarks telepathically, "It is not in my nature to fight on your behalf, Excellency, but if you wish, I shall demonstrate my loyalty by other means."

You nod soberly and the rat, to your surprise, leaps out of the piano and scuttles off to disappear through a hole in the skirting. But just as you conclude you have been deserted, the creature reappears carrying a small uncut emerald.

"I have no need of gems!" you sneer. "I am Dracula. My wealth has been earning compound interest for centuries."

"Even Count Dracula may find use for this gem, Excellency," the rat telepathises. "It is a cursed stone, which means that in your evil hands it will add 1 to every dice roll you make from now on while simultaneously



deducting 1 from every roll made by an opponent. And since it was cursed by Pope Borgia himself, you may be sure it is sufficiently loaded to use three times!"

"A worthy gift," you exclaim, accepting the gem and releasing the rat which scuttles off before you change your mind and decide to eat it anyway.

*Which means you may now leave the music room again through the northernmost door to Act 7 or the more southerly door to Act 11.*

---

 44
 

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## Castle Courtyard · Loc 10

You step forward and the delicate creature in white turns towards you, her eyes wide.

"Fear not," you say. "I mean you no harm."

A small smile begins to play about her lips and it seems on the instant that she eyes you hungrily. On a sudden suspicion, you glance at her hands, seeking the telltale disproportion of her fingers which is the sign of the vampire. But her hands are as fair and well-proportioned as her face.

"Who are you?" she asks in a whisper. "And what is your business in this accursed place?"

"I am Jonathan Harker of London," you reply. "And as to my mission here, I seek to find and utterly destroy that foul fiend incarnate, the Count Dracula!"

"You want to kill *Daddy*?" she gasps, launching herself upon you.

*One fears you may have said the wrong thing, Harker. No matter. The lady had but 25 LIFE POINTS and her*



*remaining stats are SPEED 4; COURAGE 5; STRENGTH 2; SKILL 3; PSI 2. Her single PSI ability, which she will use on any throw of 5 or 6 during combat until her PSI points run out, is a Chilling Touch which will instantly drain half your LIFE POINTS when applied. If Dracula's daughter kills you, turn to Act 14. If you survive, go to Act 70.*

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 45

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 Kitchens · Loc 29

A small sound emerges from one of the closed cupboards. You are immediately alert, for accompanying the sound is the unmistakable odour of an occult evocation. Has van Helsing called up some new celestial entity to attack you? The answer, manifestly, is hidden in that cupboard. . .

*Which you may investigate at Act 79; or ignore by leaving the kitchens via the northern door to Act 19 or the stairs to Act 81.*

---

 46

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 Pathway · Loc 3

The pathway forks northeast and southeast.

*Northeast will take you to Act 64. Southeast leads to Act 72. Backtracking will get you to Act 26.*

Upstairs Corridor · Loc 33

*If you have a numbered key to any of these interesting rooms, turn to Act 83. If not, you can always investigate the battlements at Act 85 or return to Act 11 to select a different option.*

Castle Courtyard · Loc 10

Courageously you crouch down behind a bush and watch while the delicate creature in white flits past you southwards into the Family Graveyard. Which may, on reflection, be the best place for her since, as she swept by, you could clearly see she was semi-transparent! What matter of nightmare is this into which you have wandered? What accursed place have you entered where the first thing you discover when you see a living woman is that she is dead?

*But enough of this philosophising. You might, if your courage does not desert you, move north to the castle itself at Act 56. Or descend the steps eastwards at Act 62. The buildings to the west may be investigated at Act 68. Or you may go through the northwestern archway at Act 74.*

Music Room · Loc 24

Are you *really* sure you want to eat a live rat?

*If so, lick your lips in anticipation and turn to Act 87. If you*

*would prefer to tackle it cooked – in a rat soufflé for example – you will find a suitable recipe at Act 89. Alternatively, of course, you can stop playing the hard vampire and expend a little PSI energy to control the rat at Act 43.*

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50

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**Pathway · Loc 3**

The path branches due east while continuing northeast.

*Northeast will take you to Act 76. East goes to Act 78. Or you may, of course, always backtrack to Act 32.*

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51

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**Tunnel · Loc 32**

How interesting: the door opens into an enclosed passage – a tunnel of some description, ill lit and musty; just your type of place, in fact.

Cloak streaming out behind you, you plunge into the tunnel, your feral eyes glowing bloodshot in the half light, your lips drawn back to reveal the deadly canines with which you have dispatched so many victims. You pick up speed, as you frequently do in places like this and are soon moving so fast you almost miss the scrap of paper nailed to a crack in the tunnel wall.

Like so many essentially nocturnal creatures, your night vision is excellent and while the message on the paper is coded, the signature is not. The message is signed DRACULA and is, without argument, in your

## Act 52

own strong and sinister handwriting. But why should you leave a message here? And to whom? And why in code?

The message reads:



*If you still want to continue down the tunnel, turn to Act 91. If not, retrace your steps to Act 19 and select a different option.*

## 52

### Interior of Belltower · Loc 7

You turn to leave, but as you do so a small sound above your head occasions you to pause. You glance upwards and there, in the gloom at the head of that ruined staircase is a robed and hooded figure poised to leap.

“Halt!” you cry, not entirely certain that your word will



do much good. Nor does it. The figure launches itself towards you in a fine arc, robes billowing, a ferocious scream issuing from the depths of the hood, arms outstretched, hands curled like claws. You stand paralysed. Your numb limbs will not obey your will. You cannot get out of the way. The dread creature drops like an omen of doom towards you.

And misses, crashing with a sickening thud on the floor. "I never get that right!" he moans brokenly.

"Who are you, sirrah?" you inquire sternly. "What are you doing here? And, more importantly, why were you trying to leap upon me from the top of that staircase?"

The hooded figure climbs shakily to his feet, face still hidden in the shadow of the cowl. "My name is Gregori, a wandering Russian mendicant, currently guest of the noble Count Dracula."

"If you are Dracula's guest, why are you hiding out in this ruined belltower?" you ask suspiciously.

"You'd never ask that if you knew the Count as I do. If you stay in the castle, you need a transfusion by the second day. Charming man, but a little too obsessive for my liking." He dusts off his robe. "I'm sorry I tried to jump on you. I'm a little short-sighted and I confess I thought you were the Count himself."

"Far from it, sir!" you exclaim. "Indeed it is my avowed intent to consign the foul Count to oblivion."

"Would you like me to tag along?" asks this eccentric Russian monk.

*Well, would you? He is obviously batty as a barm brack, as Her Majesty Queen Victoria is wont to say, but he may have his good points. Or then again, he may prove an infernal nuisance or even a downright danger. If you wish Gregori to tag along, turn to Act 82. If not, you can*

## Act 53-54

*backtrack to the fork at Act 20 or all the way to the driveway at Act 8.*

### 53

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#### Sitting Room · Loc 25

Your eagle eye is immediately aware of something amiss; although for an instant you are uncertain as to precisely what it may be. Then it dawns on you: a single book in one of the bookcases is displaced! The movement is marginal – no more than a fraction of an inch – but it is enough. In a single bound, you reach the bookcase. Swiftly you pull out the book, noting its title *en passant*. (“*GrailQuest: The Den of Dragons*”, a biological work on reptiles to judge by its cover illustration.) Behind the book a fearsome spider rushes forward to attack.

*Fearsome and venomous, the spider, which is about the size of a man's fist and hairy, has 20 LIFE POINTS. Its stats are: SPEED 5; COURAGE 3; STRENGTH 1; SKILL 2; PSI 3. Its PSI ability is related to its poison sting which it will use automatically on any throw of 10, 11 or 12 to halve your current LIFE POINTS. If this hairy little brute kills you, go to Act 13. If you survive, you can pound the corpse to mush at Act 93.*

### 54

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#### Inside the Crypt · Loc 9

Guarding the stairway is a small but enormously sinister figure, half man, half bat and wholly terrifying with the sort



## Act 55

of facial characteristics one instinctively associates with Mediaeval gargoyles or demons.

*If you want to get past Batman and down those stairs, it is a fight for sure at Act 84. But since he is a guard and not a raving lunatic, you may still leave the crypt peacefully and make your way north from the graveyard to Act 30 or east to Act 24.*

### 55

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#### Kitchens · Loc 29

You hesitate, undecided on whether to return whence you came or leave the kitchens through the northern door. But as you do so, an oven door in one of the great stoves begins to swing open with a distinct creaking sound. You frown, wondering if the last turkey roasted might have been a little underdone, but what in fact emerges is a slow-moving green slime which drips to form a spreading pool on the stone floor.

Did some long dead idiot of a cook attempt to bake a blancmange? Or is this some lethal trap set by the fiendish van Helsing? And should you stick around long enough to find out?

*If not, you may leave right now via the northern door to Act 19 or via the stairs to Act 81. But if you insist on investigating the slime, turn to Act 95.*

## 56

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Main Door of Castle · Loc 18

Experimentally you push the door, but it is closed tight, obviously locked and quite possibly bolted from the other side. In a moment of lunacy, you place your shoulder against it and heave, but the great door budes not at all.

*Looks as if we will not gain entrance that way. Step back into the castle courtyard [Loc 10] then decide whether to investigate the western buildings at Act 68, go through the northwestern archway at Act 74 or descend the steps to the east at Act 62.*

## 57

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Entrance Passage · Loc 20

And clanking towards you, to your horror, is the suit of armour which once graced an alcove near the door and is now obviously animated by the occult arts of van Helsing. (It is possible to tell there is no-one within the armour since anyone with half an eye can see there is nothing behind the visor.) Most frightening of all is the fact that this metallic monster is armed with a wooden shafted spear, one of the few weapons which, if correctly placed, can kill you outright.

*Van Helsing's Armoured Golem has the occult equivalent of 35 LIFE POINTS and stats of: SPEED 2; COURAGE 6; STRENGTH 5; SKILL 1; PSI 0. The spear does +5 damage, but will kill you outright on a throw of 12. If you are killed in this encounter, go to Act 13. If not, turn to Act 97.*

Pathway · Loc 3

Oh blast! The pathway has come to a dead end!

*Nothing else for it but to backtrack to Act 32.*

Cloakroom · Loc 28

You have turned to leave when a thought strikes you. Swiftly you examine those damp, evil-smelling cloaks. Sure enough, one (damper and more evil-smelling than the rest) has the initials A.V.H. embroidered on the collar. Abraham van Helsing! If ever proof was needed that your arch enemy has breached your castle, then here it is. And the fact that the man has brazenly left his cloak for you to find suggests he is confident he can destroy you.

*On which unpleasant note you had better haul yourself out of this glorified cupboard and start looking for him! Act 55 will allow you to take the stairs down; or you may, of course, backtrack and select a different option from the section you have just left.*

Pathway · Loc 3

It seems the path widens up ahead and while you cannot be absolutely sure, you may be about to enter a clearing.



*Which you can confirm by turning to Act 34.*

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61

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**Dracula's Lavatory · Loc 22**

That's lucky if you happen to be feeling nervous.

*Assuming you don't want to use the amenities, your options are limited to reading the graffiti at Act 99 or returning to Act 27 to select a different option.*

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62

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**Sunken Garden · Loc 12**

Although it seems unlikely there will be much to interest you here, you step forward to make a cursory examination . . . and find yourself sinking!

*This is quicksand for sure! And obviously one of the many traps with which the dread Count seeks to protect his property. Throw one die against your STRENGTH stat and another (separately) against your SKILL. If your score in each case is lower than the appropriate stat then turn to Act 86. If both scores are higher than the stat figures, take a deep breath and go to Act 14. If one score is higher and the other lower, throw again.*

*Kersplaaaannng!*

It's a stake trap! The most fiendish, the most diabolical van Helsing could have conceived! A powerful crossbow mechanism, cunningly set to trigger when the door is opened has hurled a pointed wooden stake directly into your chest, crushing bone and muscle and piercing your unbeating (but nonetheless important) heart.

You scream, your powerful hands tearing at the stake in a futile attempt to withdraw it. But already you know it is too late, for that old familiar feeling is overcoming you: your face is beginning to wither and crumble; your body is shrinking and falling in on itself within your clothes; your limbs are rotting and turning to dust. Soon, you realize, only your great signet ring will remain as an errant breeze from without the open doorway blows away the pitiful mortal remains of the once great Count Dracula.

*Which is a long-winded way of suggesting you turn to Act 13.*

The pathway curves and links with another.

*Act 40, to be exact.*

## 65

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Junk Room · Loc 23

You stop, gripped by a sudden nostalgia, for even vampires can be sentimental fools at times. Smiling wanly, you open a chest of shrunken heads, trophies of a less troubled age. And here, behind a pile of broken crates, is the mummified body of the Lady Rula, the first girl you ever loved and only sixteen when you ripped her throat out. Ah memories!

*You may, if you wish, continue this sentimental journey at Act 101. Otherwise best return to Act 27 to select a different option.*

## 66

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Waxworks · Loc 5

As you bend to examine the body, its wig falls off to reveal that you were not fighting an old woman at all, but rather a young, wild-eyed man with, apparently, a penchant for dressing up like Red Riding Hood's closest relative. A disturbed soul, undoubtedly, and quite possibly one driven totally insane by the hideous perils of this dreadful place.

You stoop to pick up the bloodstained axe, half hoping to add it to your amoury; but alas the blade is cracked and useless, having, apparently, struck something hard, like your head. But beneath the wicked weapon, having presumably fallen from your assailant's fevered hand, is a shining silver key with highly polished wooden handle.

## Act 67–68

*Salt the key away and decide whether to explore this gruesome place further at **Act 88** or to return to the fork at **Act 20** or the driveway at **Act 8**.*

### 67

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#### Dining Room · Loc 35

Hissing with the fury that has for centuries terrified the enemies of Count Dracula, you leap forward, cloak flying, to fang the throbbing jugulars of these unpleasant creatures.

*Unpleasant or not, they should be fairly easy to slaughter since each has no more than 15 LIFE POINTS. Their stats are: SPEED 3; COURAGE 3; STRENGTH 3; SKILL 3; PSI 0. If there is going to be any problem at all here it is that each ghoul—for such is what they are—is of such an alien blood group to your own that a throw of 6 or 12 by you will actually result in your own death from blood poisoning. If you die in this encounter, go to **Act 13**. If you survive, turn to **Act 103**.*

### 68

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#### Castle Courtyard · Loc 10

The buildings, as you approach, prove to be windowless. They form an inverted L enclosing the western corner of the courtyard. There is but one door, set into the west wall of the L, and painted on that door is a permanent message:

**THESE BUILDINGS ARE THE LAST PLACE YOU  
WOULD WANT TO ENTER!**

Beneath this, someone has scrawled in pencil: "And the last place many ever did."

The door is closed over, but slightly ajar, and as you move closer, the stench of death assails your nostrils, blended with more acrid (and, if anything, slightly less pleasant) scents. From within comes the muffled sound of movement and, quite distinctly, the melodious noise of humming.

*The door stands ajar so there is nothing to prevent your entering at Act 90 except possibly your own good sense. Alternatively you may select a different option at Act 38.*

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 69
 

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### Dining Room · Loc 27

You toy with a crystal decanter, noting that it contains a transfusion of your personal blood type (and is consequently worth a double dice roll of LIFE POINTS should you decide to drink it which you may do now, or take it with you for slurping at some future time). You glance fondly at the portraits: most dead, some undead, all carrying a weight of pleasant memories one way or another. Then your eye alights on the portrait by the northern door and you freeze. For in place of the familiar likeness of Grandfather Igor, there hangs a full-length picture of Abraham van Helsing!

*The cheek of the man! You may tear down his portrait at Act 105. Or ignore it grandly and leave the dining room by the northeast door to Act 15, by the eastern door to Act 37, the southern door to Act 107, or the northwest door to Act 129.*





## 70

## Castle Courtyard · Loc 10

By all that is unholy, she is rising again! She was certainly killed, but now she stands before you once more, innocent, beautiful and infinitely lethal.

*But not quite so lethal as the last time. Her PSI power has, for example, deserted her and she has risen – a trick learned presumably from her father – with only 15 LIFE POINTS. Should she kill you this time, go to Act 14. Should you kill her, you may discover if she can resurrect twice at Act 80.*

## 71

## Sitting Room · Loc 25

The smell strikes you instantly, a choking, nauseous fume that grips you by the throat and sets you coughing as you stagger back in panic. Concentrated oil of garlic! Someone (van Helsing!) has sprayed the entire room with it.

You are still reeling when the attack starts.

*This is not good news, Count. Your attacker is one of van Helsing's helpers, a dapper little twit with 25 LIFE POINTS. His stats are SPEED 4; COURAGE 3; STRENGTH 3; SKILL 2; PSI 0. He is armed (obviously on van Helsing's advice) with a sharpened stake which does +5 on damage scored and will kill you*

## Act 72-73

*outright on a throw of 12. Worse still, the garlic oil has so weakened you that all your stats are halved while you remain in this room and you will sink into a coma and die if your LIFE POINTS are brought below 15. If this encounter kills you, turn to Act 13. If you survive, try Act 109.*

### 72

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#### Pathway · Loc 3

This one will get you nowhere fast – it is a dead end.

*Which gives you only the option of backtracking to Act 46.*

### 73

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#### Walled Garden · Loc 31

You are in the open and in trouble. As you stepped from the door, you were viciously attacked by a swarm of mosquitoes: an occupational hazard for well-fed vampires.

*Throw two dice and double your score to determine how many LIFE POINTS the mosquitoes drain before the natural venom in your bloodstream wipes them out as effectively as DDT. If the loss kills you, turn to Act 13. If not, you will find yourself in Act 15.*

## 74

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Stable Yard · Loc 11

*South will now leave you at Act 30. East may be explored at Act 92. If you're interested in those empty stables, you can search them at Act 94.*

## 75

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Dining Room · Loc 27

"Master!" screams a delighted ghoul, leaping to its filthy feet and falling to prostrate itself sickeningly at yours.

You kick the creature lightly, enjoying this interesting bit of cringe, while the remaining ghouls leave their revolting feast and shuffle towards you, bowing and scraping.

"What do you wish us to do, Master?" they cry. "What rotten service may we be to you?"

*What indeed? Each of these horrors has 15 LIFE POINTS and the following stats: SPEED 3; COURAGE 3; STRENGTH 3; SKILL 3; PSI 0. They will follow you faithfully and fight on your behalf until killed or until the end of the third combat, whichever is the sooner. Now round up your merry men in orderly ranks and leave via Act 103.*

## 76

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Pathway · Loc 3

The path runs northeastwards before joining with another.

*The other being the path you will find at Act 46 unless you want to backtrack to Act 50.*

## Act 77-79

### 77

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#### Entrance Passage · Loc 20

Shuffling down the stairs on your right is a club-footed, one-eyed hunchback with cauliflower ears and a broken nose. He catches sight of you and grins, then leaps the remaining stairs in a most impressive and athletic gesture to land in a fighting crouch only feet away from you.

Could this creature be the dreaded van Helsing?

*If it is, you'd better go into the attack immediately at Act 111. If you fancy it isn't, but prefer to strike first and ask questions afterwards, still go to Act 111. If you think it might be friendly, you can scratch your head and try to remember why the face is so familiar at Act 121.*

### 78

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#### Pathway · Loc 3

With a muttered oath so dreadful that it may not legally be set down in print (except coded as follows: TJMMZ NF!) you realize this path is a dead end.

*Which means you can only backtrack to Act 50.*

### 79

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#### Kitchens · Loc 29

Bravely, you fling the cupboard open.  
And scream!

*As well you might, since you are under attack by a magically*

*animated garlic onion! Are there no depths to which van Helsing will not sink? The onion has 18 LIFE POINTS (one for every clove) and SPEED 2; COURAGE 3; STRENGTH 6; SKILL 1; PSI 0. If you survive, turn to Act 113. If not, go to Act 13.*

## 80

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 Castle Courtyard · Loc 10
 

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This time the lovely creature stays dead and, setting aside your natural revulsion at such an act, you search the body, knowing full well that any find may be useful in this accursed place. And sure enough, the search does yield something of interest – a small crystal bottle with a crystal stopper. Engraved on the bottle are the words:

Dr Crippen's Medicinal  
SMELLING SALTS

*(Double Strength)*

For swift revival of the weak and faint,  
place beneath nose.

*(Patent Pending)*

*Looks as though you have found some additional healing, Harker. Each sniff will restore a double dice roll of LIFE POINTS and there is sufficient of the salts to ensure four good sniffs. Now you may go north to the castle at Act 56; descend the steps eastwards at Act 62; investigate the western buildings at Act 68 or go through the northwest archway at Act 74.*





## 81

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Entrance Passage (Western Section) · Loc 20

You mount the stairs two at a time, your cloak streaming out behind you like great sinister batwings, then halt abruptly, your keen ears straining. There is danger here.

No sooner has the intuition dawned than you are under attack from the huge bull mastif van Helsing has bred specially for vampire-baiting. The creature hurls itself out of the shadows with feral eyes and garlic-impregnated fangs seeking your throat.

*The great dog has 45 LIFE POINTS and the following stats: SPEED 4; COURAGE 5; STRENGTH 5; SKILL 4; PSI 0. The garlic on its fangs means that it will do you a massive +5 damage on each successful bite, while a natural throw of 12 by the mutt will render you unconscious for a combat round, allowing it a free strike. If the creature has its way and slaughters you, turn to Act 13. If you survive, turn to Act 23.*

## 82

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Interior of Bell Tower · Loc 7

*A stroke of luck there, Jonathan. The lunatic is, in fact, Gregori Rasputin, a faith healer who will automatically restore a double dice roll of LIFE POINTS after each fight from now on until you finish the adventure or are killed, whichever is the sooner. Rasputin will not, however, join in any of the fights or help you in any other way. Now you may backtrack to the fork at Act 20 or to the driveway at Act 8.*

Upstairs Corridor · Loc 33

*You may, of course, only enter that room, or those rooms for which you happen to possess a key. The numbered keys open the door as follows:*

Key	Door at Act
1	115
2	119
3	123
4	127
5	131
6	137
7	141
8	145
9	149
10	153
11	157
12	161

*Even if you have a key, you are under no obligation to use it. You may still investigate the battlements at Act 85 or go back downstairs to Act 11.*

Inside the Crypt · Loc 9

Vigorously you leap towards the hideous creature, your guard high in the manner of the great barefist boxer, John L Sullivan.

*Although much good it may do you against an opponent*

*with 50 LIFE POINTS and the following stats: SPEED 4; COURAGE 5; STRENGTH 5; SKILL 3; PSI 0. Since Batman can fly a little, those wings being more than ornament, you will find him extraordinarily difficult to hit and must throw 8 or better to do so. Batman, by contrast, will hit you successfully on 6 and poison you for the loss of half your current LIFE POINTS on any double 6 he throws. If he kills you, go to Act 14. If you survive, you may descend that short flight of stone steps to Act 96.*

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 85

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 Castle Battlements · Loc 34

There is a small leather case half-buried in the rubble here, dropped, presumably, by some long-dead guard.

*And in it, if you have not been here before, you will find a key bearing a tag numbered "1": like everything else in this castle, it is yours for the taking. You may now return down the stairs to Act 83 or, if you wish, attempt a more exciting option. One of your talents is the ability to crawl headfirst down certain external walls, like a lizard. If you wish to attempt to do so here, roll two dice. Score less than 5 and you plunge to your death at Act 13. Score 5 or better and you will successfully crawl down the wall to Act 117.*

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 86

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 Sunken Garden · Loc 12

Gasping, you drag yourself back to solid ground, your hand gripping something you clutched as you went under. You

## Act 87–88

take time to recover, then wipe away the mud to reveal . . . a beautifully-crafted golden key!

*Which may be some compensation for nearly killing yourself. When you leave this sunken garden, you may go north to the castle at Act 56, investigate the buildings to the west at Act 68 or go through the northwestern archway at Act 74.*

### 87

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#### Music Room · Loc 24

Crunch! Your teeth almost break off as they bite through onto something hard and metallic the rat had obviously eaten at some stage. You carefully extract it from your mouth, clean it off (isn't this repulsive?) and discover it is a key, complete with tab and neatly numbered "12".

*Finish your meal then decide whether to leave via the northernmost door to Act 7 or the more southerly door to Act 11.*

### 88

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#### Waxworks · Loc 5

A distinct feeling of unease arises in your breast as you explore this curious chamber. The gruesome artifacts seem to move when you are not looking at them directly; and the eyes of the waxworks follow you wherever you go. If these foul representations have been animated by

the satanic alchemies of Dracula, you would stand no chance of survival should they attack.

*So do you intend to keep mooning around in here at risk of life and limb? If so, turn to Act 98. If not, you may retrace your steps to the fork at Act 20 or the driveway at Act 8.*

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 89
 

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## Music Room · Loc 24

## RECIPE

## RAT SOUFFLÉ AU DRACULE

## INGREDIENTS

1 Rat  
 4 Eggs  
 ½ lb Ripe Cheese  
 ½ pint milk

*Instructions*

Mince rat, cheese and eggs (with shell) then add the milk. Beat together well. Bake in a moderate to high oven until soufflé rises. Test on distant relative to ensure rat was not poisoned. Serve hot if relative survives.

*When you have made your rat soufflé you can eat it, accompanied by a little melba toast, at Act 87.*

“Ah, visitors!”

The greeting, in a resonant, cheerful voice, emanates from a rotund individual in top hat, frock coat and green apron standing in the doorway of the second room. He smiles. “Mr Harker, is it not?”

“You have the advantage of me, sir!” you cry.

“Yes, I have, haven’t I? My name is Unimportant – Samuel Unimportant. But I am more usually known as the Happy Undertaker. Won’t you come through? I was just about to have a drink with some friends and you are more than welcome to join us.”

*Are you anxious to join Samuel Unimportant the Happy Undertaker at Act 100? If not, you can always try stealing away quietly at Act 106.*

The tunnel ends abruptly in a stout wooden door, bolted on the inside. Scarcely able to contain your enthusiasm, you draw the bolt, fling open the door and step outside.

“Yeaaaaaaaaaaaaaaaaaaaaaaah!”

Splat!

*The regrettable sound of your falling over a cliff . . . all the way to Act 13.*



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Castle Orchard · Loc 14

There is a noise in one of the trees. You ignore it, in favour of exploration and cast your eyes around, examining the—

That noise again!

—undergrowth and the gnarled boles of the ancient and distorted fruit trees.

“Eeah!”

The sound, high-pitched and fearsome, draws you like a magnet. There is no doubt as to where it originates, but as you approach the tree, nothing within its boughs indicates the origin of the sound. You stand on tiptoe, then reach up to pull yourself bodily into the branches of the apple tree . . .

And are attacked by a vampire apple!

*Not only a vampire apple, but a vampire Granny Smith, one of the most deadly of all fruits. Fortunately it has but 15 LIFE POINTS and its stats too are low: SPEED 1; COURAGE 2; STRENGTH 2; SKILL 1; PSI 0. If, during this combat, however, you throw a 6, a 9 or a 12, it indicates that you have bitten the apple and ingested a lethal dose of poison. Should this occur or the apple otherwise slaughter you, turn to Act 14. Should you survive, turn to Act 102.*

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Sitting Room · Loc 25

You pound the corpse to mush, then glance into the space left by the missing tome. Sure enough, the spider



was guarding a key to which is attached the numbered tag "11".

*The western door will take you to Act 37. The door back to the music room is now jammed, which is probably no bad thing.*

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 94
 

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## Kennels · Loc 17

And there is an excellent reason for that reek . . .

*Roll one dice to determine how many wolves are loose in the stables. Each has 25 LIFE POINTS and stats of: SPEED 5; COURAGE 5; STRENGTH 4; SKILL 5; PSI 0. If the wolves kill you, turn to Act 14. If you survive, you may leave the yard south to Act 30 or east to Act 92.*

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 95
 

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## Kitchens · Loc 29

*There is good news and bad news, dear Count. The good news is that the slime has a peculiar effect on vampiric metabolism, bringing your stats up to straight 6s for your next three fights. The bad news is that it has eaten off part of your right foot removing 15 LIFE POINTS. If this kills you, go to Act 13. If you survive, you may limp through the northern door to Act 19 or up the stairs to Act 81.*

Inside the Crypt · Loc 9

Cautiously, you descend the steps and approach the coffins. All are manufactured from highly-polished mahogany, but each is differentiated by its fittings: in one, these are of polished brass; in another of polished copper; and in the third of polished pewter.

*You may open the brass coffin at Act 104, the copper at Act 108 or the pewter at Act 112. But since there is absolutely no reason to open any coffin, you are free to steal away from the crypt and make your way north from the graveyard to Act 30, or east to Act 24.*

Entrance Passage · Loc 20

There, in the middle of the heap of scrap that was once van Helsing's animated armour, lies a key, tagged with the number "10".

*West here leads to Act 23, east to Act 27, the narrow doorway into the music room at Act 21, the double doors south to Act 33, the northern door to Act 39, while the staircase leads to Act 47.*

Waxworks · Loc 5

Fortune, it seems, favours the brave, in that, hidden within the mouth of the one-legged hunchback de-

capitated by the working model guillotine, is a clove of garlic!

*Which will assuredly come in handy when you meet the monstrous Count Dracula face to fangs. In the interim, however, it would be wise to leave now before anything nasty happens. You may backtrack to the fork at Act 20 or all the way to the drive at Act 8.*

## 99

## Dracula's Lavatory · Loc 22

The legible graffiti reads:



*Not particularly edifying, but then writers in loos seldom say much of world-shattering importance. Now curiosity is satisfied, you had better return to Act 27 to select a different option.*

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Family Mortuary · Loc 16

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Several chairs have been set out in the room, the folding variety most often used for garden fêtes and similar occasions. Propped into each of them is an elderly corpse.

Each body has been dressed as if for a party, with paper hats placed rakishly on dead heads and dead hands carefully curled around glasses of what appears to be lemonade.

"My dear friends Salome O'Rourke, Duncher Schwartzkopf, Heidelmann Tip, Mimi Mendelsohn and the Count of Monte Cristo," says Samuel Unimportant, by way of introduction.

"But they're dead!" you protest.

"How clever of you to notice," remarks the Happy Undertaker. "Most of my friends are dead now: it's one of the penalties of my age."

"What age are you?" you ask curiously.

"Twenty-eight," says Samuel. "Can I offer you a drink? I have Scotch, bourbon, rye, gin, rum, vodka and, of course, formaldehyde."

"They seem to be drinking lemonade," you point out hesitantly.

"Yes, of course. You don't think I'd waste good liquor on corpses, do you? There are limits even to friendship." He takes a beaker from one of the tables, pours a generous measure of clear liquid, and knocks it back in one "By George," he gasps, "I needed that! Now, Mr Harker. Or Jonathan, if I may—"

You nod.

"Thank you. You may call me Happy. Or Mr Undertaker if you prefer. Or Sam. It's unimportant. Or possibly Unimportant. What was I saying?"



"I don't know," you reply honestly.

"Ah, yes, it comes back to me now. You're looking for Dracula, of course."

You nod again, uncertainly. "Yes."

"I may be able to help you find him. (It can be quite difficult without guidance.) But first I must insist you join our party."

"Well, if you insist," you say uncertainly, "I suppose I could have a glass of lemonade. Possibly diluted by a pint and a half of gin."

But the Happy Undertaker waves his hands and smiles. "No, not that sort of party, my dear sir. We have a political Party, my friends and I."

"But they're dead!"

"They sit in the Lords, so nobody notices the difference. But I do agree we need new blood. Which is why I am inviting you to take the test."

"Test?" you echo suspiciously.

*Do you really want to take some lunatic test dreamed up by this half-mad idiot in order to join a political Party composed primarily of corpses? If so — and there is no accounting for taste — turn to Act 110. If not, you can always slip away quietly at Act 106.*

How much of your life is locked up in this cluttered room! Memories of murderous evenings in spring . . . thoughts of summer mayhem . . . reminders of a thousand throats . . .

You scramble through the contents of a trunk, smiling benevolently at the images emerging in your mind, when



suddenly a slight movement among the rubbish in the bottom catches your attention. A mouse? Or rat, perhaps? You pull aside a hideous, leather-bound tome entitled *Gateway of Doom* and—

“Arrrrhhhhh!”

You fall back, half-choking, as a dismembered, wizened hand leaps from the chest to take you by the throat!

Your memory of this particular artifact is crystal clear: it is the Wizened Hand of Satan, a sorcerous invention of your great-grandmother and one of the most dangerous creations ever to creep across the face of the earth!

*The little monster has a pseudo-life of its own: 44 LIFE POINTS and stats of 6 all the way, except for PSI which is 0. Apart from routine fight damage, it will strangle you outright on any throw of 3, 6, 9 or 12. By contrast, the Hand is quite impossible to kill (great-grannie knew what she was doing) but you can overcome it by bringing its LIFE POINTS to 15 or below. Should the Hand kill you, turn to Act 13. Should you overcome it, things will get interesting at Act 125.*

## 102

### Castle Orchard · Loc 14

Panting from your exertions, you lean against a tree and notice at once that someone has carved a message on the bark. The message reads:

SEEK THE MONSTER IN  
HIS LAIR. ENTER VIA THE FINAL  
RESTING PLACE BUT AVOID ALL SUCH  
EXCEPTING ONE COPPER BOUND.  
TAKE GARLIC AND A STAKE OF  
APPLEWOOD. AVOID THE FAIR  
WOMAN. WRAP UP WARM AND  
MIND HOW YOU GO.

What a caring message, if somewhat confusing. Obviously carved here by some previous visitor.

*Whatever about the rest, the stake of applewood seems clear enough. If you wish to cut it here and now, turn to Act 114. If not, you may leave the orchard via the northern gate to Act 120 or the western gate to Act 74.*

103

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Dining Room · Loc 27

*You may now leave the dining room via the westernmost door in the northern wall to Act 129; via the easternmost door in the northern wall to Act 15; via the southern door to Act 133; or via the eastern door to Act 37.*

## 104

## Inside the Crypt · Loc 9

You hesitate, if only momentarily, before easing back the lid of the coffin with the polished brass fittings. It creaks like an ancient door, threatens to jam, then slams back with a resounding crash.

And with a shriek of fury, a heavily-ringed hand reaches out to take you by the throat!

The creature is undoubtedly a vampire, though not, unless your eyes deceive you, the Vampire Count himself. It is a young man, no more than twenty summers, slimly-built and pale as death.

“Welcome!” he hisses. “I have not feasted in some time!”

*This creature has 50 LIFE POINTS and the following stats: SPEED 6; COURAGE 4; STRENGTH 5; SKILL 4; PSI 3. It can kill outright on a throw of 12 and will use PSI on any throw of 9 or better until its PSI points run out. The creature's PSI power is an ability to drain one quarter of an opponent's current LIFE POINTS. If the vampire mangles you, turn to Act 14. If you come out alive, you have the option of opening the coffin with the copper fixings at Act 108, the coffin with the pewter fixings at Act 112 or stealing away from the crypt to go north from the graveyard to Act 30 or east to Act 24.*

## 105

## Dining Room · Loc 27

Furiously you rip down the portrait of the hated van Helsing.

*Kersplaang!*

By the Hounds of Hell, it's a stake trap! Impelled by a

## Act 106

massive spring, the sharpened wood impales you through the chest, driving through bone, muscle and sinew to protrude several inches out the other side.

*All of which does you no good at all, as you will discover when you turn to **Act 13**.*

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### 106

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#### Chill Room · Loc 15

“Sorry!” you say, smiling. “Just remembered a prior engagement. Must fly. Sorry.” You wave nonchalantly, as you begin to back out of the chill room. But even as you attempt this ploy, you have the feeling it simply will not do.

Nor does it. The benign expression leaves the face of Samuel Unimportant and a vein in his forehead begins to throb. “Don’t make me angry!” he warns you. “You wouldn’t like me when I’m angry.”

“Now look here, sir,” you tell him politely. But he is not listening. His eyes have begun to bulge, his ears extend and sharpen into points. Fangs are growing in place of the neat little pearly teeth he displayed only moments ago. Claws burst forth from his hands. His skin turns purple and his shirt rips apart to reveal a gold medallion. He throws back his head and howls like a wolf.

“Here, steady on!” you protest.

Mr Unimportant, brutally transformed, is jumping up and down on the spot, guttural sounds emerging from his throat. His shoes burst apart to reveal huge, taloned, bright green feet. He howls again, in agony this time, as





## Act 107-108

his head splits open to allow the emergence of a huge, knotted and slowly pulsating amber brain.

"Kill!" he chants. "Kill! Kill! Kill!"

*He was right: you don't like him one bit when he is angry. The Happy Undertaker has become the Funereal Fiend, with, apparently, superhuman powers. His LIFE POINTS are, in fact 60 while his stats are: SPEED 2; COURAGE 6; STRENGTH 8 (yes, this is quite impossible, but true nonetheless); SKILL 3; PSI 0. In the unavoidable punch-up, deduct 3 from any damage you score against him since his body surface now acts as natural armour. If this sinister superhero kills you, turn to Act 14. If you survive, you may search the inner room at Act 118 or hightail it out of the whole lunatic asylum at Act 122.*

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### 107

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#### Entrance Passage (Western Section) · Loc 20

The door to the dining room closes behind you . . . and jams! Try as you will, you cannot move it. There can, apparently, be no going back that way.

*Which really only leaves you with the option of turning to Act 23.*

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### 108

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#### Inside the Crypt · Loc 9

Cautiously, you move to open the coffin with the polished copper fittings. Momentarily it seems the lid

had jammed or (terrifying thought!) that something is holding it closed from the inside! But then it shifts slightly and begins to open with an ominous creaking sound before slamming back abruptly with a resounding crash.

Twaaaaaannngg!

You leap back, a scream of sheer terror on your lips. Out of the coffin has leaped an ancient crone armed with an umbrella which she waves in a most alarming manner.

But as the initial shock subsides, you realize the truth of it. The ancient crone is long-dead, a leathery, mummified corpse which someone (the fiendish Count!) has set on a massive spring so that, when the coffin opens, she *boinnngs* out in the manner of a giant jill-in-a-box. The umbrella has been wired onto her lifeless hand to give the impression of an attack weapon.

Annoyed at yourself at having been momentarily discomfited by this childish ruse, you sling the body of the old bat aside, and rip the giant spring from the body of the coffin – only to discover the bottom of the coffin comes away with it! You bend over and look in. With the false bottom now removed, you can clearly see the coffin was, in fact, guarding a secret trapdoor below which a narrow flight of steep stone steps descends into gloomy depths. To reach them, it is obvious, you will be required to lie full length in the coffin and wriggle through the narrow opening, then drop down a distance of some seven feet onto the topmost step.

*Whether or not you wish to carry out this difficult – and quite possibly dangerous – manoeuvre is up to you: but you may certainly try at Act 124. Alternatively, you may always open the coffin with brass fittings at Act 104 or the*

## Act 109–110

*coffin with pewter fittings at Act 112. Or there again you can jack the whole lot in and creep from the crypt to leave the graveyard northwards to Act 30 or east to Act 24.*

### 109

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#### Sitting Room · Loc 25

Gasping, weak, but triumphant, you kick the corpse around the room a few times for your own foul vampiric amusement – an action which causes a key to fall from the dead helper's pocket. Swiftly you pick it up to find it is tagged with the number "9". Equally swiftly you pocket it on the principle that you never know when something will come in handy.

*Now you have the option of leaving via the door in the west wall to Act 135, or via the door in the east wall to Act 139.*

### 110

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#### Family Mortuary · Loc 16

"In the past, our Party has had many tests," remarks the Happy Undertaker. "Weight lifting, haggis hurling and so forth. However, in recent years, we – that is to say I, since no one else has a vote, they all being dead – decided the only worthwhile test was a test of brains. That way, if you're a little short, we can always transplant." He fingers a trepanning instrument thoughtfully. "Are you ready for your test?"

"As ready as I ever will be."

He nods. "Good. This is a test of logic. Get it right and you're one of us. Get it wrong and . . .

"Imagine, if you will, that you possess a pet dog, a pet cat and a pet mouse. The dog and the mouse may be safely left alone together, but if you leave the dog alone with the cat, the dog will kill the cat and if you leave the cat alone with the mouse, the cat will eat the mouse.

"Imagine further that you stand in the basement of a high building beside the door of a mechanical elevator just big enough to carry yourself and one of your pets at a time. You wish to transport yourself and your pets safely to the top floor. How many trips up and down will you have to make carrying one pet at a time to ensure all of you reach the top floor safely?"

As you open your mouth to speak, the Happy Undertaker holds up one hand. "A moment," he says. "I almost neglected to mention that the cat, like most of the breed, is a stand-offish creature. It will suffer you to carry it up (or down) in the elevator no more than twice, after which it will claw your ear, make a great deal of fuss and run away at high speed."

*If you think the answer is three round trips, turn to Act 126. If four, turn to Act 130. If six, turn to 136. If you get confused and give up, turn to Act 144.*

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## 111

### Entrance Passage · Loc 20

"You dare approach the dread Count Dracula?" you shout. "Greater men than you have perished miserably for such temerity and you shall be no exception!"

You leap into the attack (much to the surprise of the

## Act 112

monstrous creature approaching you) and the fight is on with your gaining automatic first strike by reason of surprise.

*Not that it may do you a lot of good, of course, since your adversary, Igor, is even tougher than he looks. He has a full 50 LIFE POINTS and the following stats: SPEED 1; COURAGE 4; STRENGTH 5; SKILL 4; PSI 3. His PSI talent, which he will use on any score of 11 or 12, is the ability to cloud the mind of an opponent so totally that he (or in this case you) will miss during the next two combat rounds whatever the dice say, thus allowing Igor the freedom to bash away at you. If you get yourself killed in this encounter, turn to Act 13. If you survive, kick the body to one side and decide whether you want to proceed west to Act 23, east to Act 27, through the narrow door to Act 9, through the double doors to the south at Act 33, or the northern door at Act 39. If none of this appeals greatly, you are perfectly free to climb the stairs to Act 47.*

## 112

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### Inside the Crypt · Loc 9

The coffin lid is shut tight. At first you imagine it might simply be jammed, but then your eagle eyes notice it is actually triple locked and further padlocked for good measure. What manner of nutcase would lock a coffin? Why should anyone want to steal a corpse? Or were they not so much trying to keep somebody out, as trying to keep somebody in. . . ?

You dismiss the disturbing thought as paranoia and quite unworthy of an occult student like yourself. Fortunately the keys to the coffin are all in their relevant



locks. You unfasten the padlock, remove it and drop it on the floor.

“Heh, heh, heh . . .”

What was that noise? It sounded like someone laughing quietly. Yet there is no-one here but you. Perhaps it was your imagination. You turn the key in the second of the triple locks.

“Heh, heh, heh . . .”

There’s that sound again! You are certain you can hear it. Yet even a careful examination of your surroundings reveals no-one else here. You turn the key in the second of the triple locks.

“Heh, heh, heh . . .”

If you didn’t know better, you could swear the sound was coming from *inside* the coffin. But who would be mad enough to lock somebody inside a coffin? You reach out to turn the key in the final of the three locks.

And hesitate.

*As well you might. Frankly, Harker, I was afraid you were going to let your enthusiasm run away with you and open the box without stopping to think of the consequences. If you want to go ahead and open it, you may do so at Act 128. Alternatively, you may leave the coffin safely locked and open the brass fitted coffin at Act 104, the copper fitted coffin at Act 108, or leave the crypt and move north from the graveyard to Act 30 or west to Act 24.*

What a foul smell! And how it lingers! Enough, one might say, to make any self-respecting vampire puke.

## Act 114-115

Not, of course, that you actually do, since you are a master of self-control. You make to close the cupboard door when you notice a key which had obviously fallen from van Helsing's pocket when he set the animated garlic. It is labelled with the number "8".

*Now you may leave the kitchens by the northern door to Act 19 or up the stairs to Act 81.*

### 114

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#### Castle Orchard · Loc 14

Searching your pockets, you discover a knife and set about to hack off a suitable branch from a nearby tree.

Which promptly tries to strangle you!

*And may actually succeed unless you can move fast. Roll one dice and compare the score with your SPEED total. If your SPEED is lower, you will not be able to dodge out of the way in time, the tree will strangle you and hurl your broken body to Act 14. If your SPEED equals the score, you should roll again. If your SPEED is greater than the score, then you can not only avoid strangulation, but also neatly lop off the branch as well. (Keep well away from the tree when you carve the branch into a pointed stake.) Now leave via the northern gate at Act 120 or the western gate at Act 74.*

### 115

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#### Upstairs Corridor · Loc 33

The key turns easily, as if the lock had only recently been

oiled, and the door swings back without a sound. You step forward to find yourself in a smallish chamber whose walls have been hung with astrological tapestries and the floors scattered with sheepskin rugs. But the all-pervading atmosphere is that of sorcery, of van Helsing's foul magics.

A sound!

You spin towards it, hissing through your fangs in the time-honoured challenge of the vampire, and find yourself facing a creature with the muscular body of a fighting man and the head (complete with curling horns) of a ram.

*The creature charging towards you has 25 LIFE POINTS and the following stats: SPEED 3; COURAGE 5; STRENGTH 4; SKILL 3; PSI 0. On any throw above 8, it will use those curling horns to occasion you +5 damage. If you are slaughtered, turn to Act 13. If, by contrast, you turn this freako into mutton, you will find concealed in his fleece an interesting astrological medallion featuring the sign Aries which you may claim before you move on to Act 143.*

## 116

### Family Mortuary · Loc 16

This thing is really revolting, Harker. It is quite sickening to imagine you actually have something similar inside your own skull (although possibly not one that pulses so much).

There is, of course, no way one can communicate effectively with a pulsating, disembodied brain—

*Hello, Jonathan.*

## Act 117

Who said that?

*No-one said anything, Jonathan. We are communicating by telepathy.*

Good grief – a telepathic brain! But how can you talk back to it?

*Simply think what you want to say: I will hear you.*

Isn't it funny – in a really interesting situation like this you can never think of a thing to say.

*Then stay quiet and I will do the talking. There is something underneath me which may prove useful to you. And certainly if you take it away, it will prove much more comfortable for me.*

More comfortable? Surely brains have no nerve cells and consequently cannot—

*Try not to be such a pedant. Do you want to look underneath me or not?*

*Well, do you want to lift up that pulsing, squishy brain and look underneath it at Act 134. Or you can search the corpses at Act 132. Or just get offside completely at Act 122.*

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### 117

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#### Castle Courtyard · Loc 10

You stand upright and glance around you arrogantly. This is Dracula's domain. Here you are Lord of all you survey. If only you could remember fully the details . . .

*Never mind, Count, you can always try exploration. North will take you to the main door of your castle at Act 151. East will bring you to a narrow flight of steps descending into what appears to be a sunken garden at Act 155. West*

*will take you to the outbuildings at Act 159, while northwest will take you through the archway at Act 163.*

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118

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**Family Mortuary · Loc 16**

There are corpses in here, dressed up in silly hats and propped in chairs, but little else at first sight. Then a slight movement in one corner catches your eye and you see (to your horror) the Happy Undertaker seems to have thrown a human brain there: and worse still, although disembodied, the brain seems still partly alive – it is, at least, pulsing slowly.

*If you want to examine this gruesome relic more closely, turn to Act 116. If you would prefer to leave it alone and instead search the corpses, you may do so at Act 132. Alternatively, of course, you can always slope off out of this place to Act 122.*

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119

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**Upstairs Corridor · Loc 33**

The key turns easily, as if the lock had only recently been oiled, and the door swings back without a sound. You step forward to find yourself in a smallish chamber whose walls have been hung with astrological tapestries and the floors scattered with sheepskin rugs. But the all-pervading atmosphere is that of sorcery, van Helsing's foul magics.

A sound!





You spin towards it, hissing through your fangs in the time-honoured challenge of the vampire, and find yourself facing a creature with the muscular body of a fighting man and the head of a bull!

*The creature moving like a matador towards you has 30 LIFE POINTS and the following stats: SPEED 4; COURAGE 5; STRENGTH 6; SKILL 2; PSI 0. On any throw above 8, it will use its horns to occasion you +5 damage. If you are slaughtered, turn to Act 13. If, by contrast, you turn this weirdo into steak, you will find stuck up one snorting nostril an interesting astrological medallion inscribed with the sign Taurus which you may wipe clean and steal before you move on to Act 143.*

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120

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Castle Orchard · Loc 10

You step through the gate and—

Aaaaaarrrrrrgghh!

—fall down the sheer cliff face, screaming, to crush your skull (and just about everything else for that matter) on the rocks below.

Go to Act 14.

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121

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Entrance Passage · Loc 20

“Awake again, is it, Master,” the apparition remarks, bowing (as best he can with his problems) and scraping

## Act 122

in a servile manner. "Igor trusts you had a good sleep and have already drunk breakfast."

Igor! Of course! Your faithful – and incredibly ugly – manservant, ever willing to lay out your clothes, polish your boots, iron your cravat and kill unwary visitors at your order. How nice to see the old boy again!

"Come with me, Igor!" you command.

"Yes, Master!" Igor replies happily.

*Igor is quite a useful ally in these difficult times when van Helsing is certainly within your castle. He (Igor, that is) has 50 LIFE POINTS; SPEED 1; COURAGE 4; STRENGTH 5; SKILL 4; PSI 3. His PSI talent, which he will use on any score of 11 or 12, or as ordered by you, is an ability to cloud the mind of his opponent so that (s)he will miss during the next two combat rounds whatever the dice say, allowing Igor – and you – to bash away without fear of immediate retribution. Now you have found him, Igor will accompany you and fight on your behalf until he is killed. Interestingly, he is carrying a key tagged with the number "7", which he will hand over to you before you go anywhere. Which brings us to the problem of where you DO want to go next. Your choices are west to Act 23, east to Act 27, through the narrow door to Act 9, through the double doors to the south at Act 33, through the northern door at Act 39 or up the stairs to Act 47.*

What a loony banana experience, as Her Britannic Majesty Victoria is wont to remark. That is definitely one place to which you will return with the greatest possible reluctance.

*Which suggests you now have the option of moving north to the castle itself at Act 56, descending the steps to the east at Act 62, going through the northwestern archway at Act 74, or possibly even retracing your steps to the driveway in which case you may select your next options at Act 8.*

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 123
 

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## Upstairs Corridor · Loc 33

The key turns easily, as if the lock had only recently been oiled, and the door swings back without a sound. You step forward to find yourself in a smallish chamber whose walls have been hung with astrological tapestries and the floors scattered with sheepskin rugs. But the all-pervading atmosphere is that of sorcery, of van Helsing's foul magics.

A sound!

You spin towards it, hissing through your fangs in the time-honoured challenge of the vampire, and find yourself facing two absolutely identical women, somewhat underdressed for decency and each carrying a rather large version of those mirrors by the assistance of which the ladies habitually adorn themselves.

*You may care to reflect on the problem represented by those mirrors. The ladies will not, of course, attempt to fight you in the ordinary way so you need fear no direct damage in the coming combat. But on a throw of 6, 9 or 12, each will manage to manipulate her mirror in such a manner that you are forced to look into it: an action which is sudden death to any undead like yourself. The ladies themselves have 20 LIFE POINTS each. Their stats are: SPEED 3;*

## Act 124-125

COURAGE 3; STRENGTH 2; SKILL 2; PSI 0. *If you are slaughtered, turn to Act 13. If, by contrast, you can give these two beauties the kiss of death, you will find one of them is wearing an interesting astrological medallion engraved with the sign of Gemini which you should certainly rip from her body before you move on to Act 143.*

### 124

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#### Secret Passage · Loc Secret

Cautiously you squeeze through the gap and allow yourself to fall. With catlike grace you gain the top step and your balance, then run nimbly down to find yourself in a narrow, winding subterranean corridor of a type usually crawling with ghosts, ghouls, fiends, monsters, vam—

You pull yourself together with an effort and move forward cautiously until the corridor abruptly forks left and right.

*Leaving you with the old problem of which to take. Left goes to Act 138, right to Act 146.*

### 125

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#### Junk Room · Loc 23

The hand leaps backwards and scuttles a few feet away from you in the manner of a demented spider.

“I surrender!” it scrawls with one finger in the dust.

You stare in amazement. The moving finger writes again:

“Stop bashing me, you heavily-fanged maggot, and I

will perform a valuable service for you in that, during any three fights of your choice, I will do a quick strangulation on your opponent which will not alone half his current LIFE POINTS but will further keep him so busy that you can take two free swipes at him without fear of comeback. What do you say then, Draccie baby?"

The language is bizarre, probably reflecting the way people spoke in great-grandmother's day, but the offer is clear enough and a very good one.

"Very well," you say grandly, standing on its fingers for a moment to ensure it knows precisely who is boss. "I shall accept your offer." With which you pop the Wizen Hand of Satan in your pocket in readiness for your next meeting with a bit of bother, at which time it will undoubtedly come in very handy indeed, heh-heh.

*But now, you had better leave this junk room full of memories and make your way back to the passageway at Act 27.*

## 126

### Family Mortuary · Loc 16

"Wrong!" shrieks the Happy Undertaker unhappily, leaping at you furiously with the trepanning instrument.

(This device, incidentally, is mechanically operated and designed to remove the top of one's head very neatly.

*Sending you instantly to Act 14...*

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Upstairs Corridor · Loc 33

The key turns easily, as if the lock had only recently been oiled, and the door swings back without a sound. You step forward to find yourself in a smallish chamber the walls of which have been hung with astrological tapestries and the floors scattered with sheepskin rugs. But the all-pervading atmosphere is that of sorcery, of van Helsing's foul magics.

A sound!

You spin towards it, hissing through your fangs in the time-honoured challenge of the vampire, and find scuttling towards you what appears to be a giant crab, pincers clacking in a most unfriendly manner.

*The crab has 35 LIFE POINTS and a nasty disposition. Its stats are: SPEED 3; COURAGE 5; STRENGTH 4; SKILL 2; PSI 0. If you are slaughtered, turn to Act 13. If you survive this crabby opponent, you will find caught up in one claw an interesting astrological medallion engraved with the sign of Cancer which you should certainly purloin for your own purposes before you move on to Act 143.*

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Inside the Crypt · Loc 9

The key turns . . .

The lock clicks . . .

The coffin lid slams back! A creature leaps free, dark cloak flying out behind him, fangs flashing, eyes bloodshot, clawlike hands reaching for your unprotected throat.

Is this Count Dracula? For an instant you are convinced it must be, but the face, while bearing a strong family





resemblance to portraits of the Count is younger-looking and the eyes, now only inches from your own, seem slightly more naïve. As the creature attempts to take you in the throat, howling and slavering in a most unnerving manner, you realize this must be either Ivan or Ninskinjovrobad, twin sons of Count Dracula himself.

"Ivan!" you gasp, utterly unable to pronounce Ninskinjovrobad.

"Wrong!" hisses the young monster, his gnashers clicking as he misses by a fraction of an inch the throbbing vein at your throat.

*Perhaps one might forego the introductions for once, my dear Harker, so that you may defend yourself from this juvenile delinquent. Ninskinjovrobad Dracula has 40 LIFE POINTS and the following stats: SPEED 5; COURAGE 5; STRENGTH 5; SKILL 4; PSI 0. On a throw of 12, he will rip your throat out. If you are slain in this or any other manner, turn to Act 14. If you survive, you may open the coffin with brass fittings at Act 104, the copper-fitted coffin at Act 108, or leave the crypt so that you can stroll nonchalantly away north from the graveyard to Act 30, or west to Act 24.*

Since you plan one day soon to travel to London, you glance through the copy of *The Times*. According to the front page advertisements, the price of whiskey has now risen alarmingly to five shillings a barrel. Within the

body of the paper, sandwiched between Court news and information on the British Cabinet's reaction to a growing threat from France, there is a most curious story of how a great many parents are claiming the minds of their children are being snatched from their heads and transported backwards in time to animate the body of a young hero in the days of King Arthur. Where anyone could have obtained such an outrageous idea is beyond you.

You leave off reading the newspaper to examine the books more closely. There are no volumes of any particular pertinence to your present position, but pushed between two of them is what appears to be a slip of paper.

You remove it carefully and read it.

"I AWAIT YOU AT THE END OF THE  
ZODIAC. FIND ME AND CHD!"

Find me and *chd*? What's *chd*? For a moment you stand puzzled, then you remember van Helsing's penchant for code. A simple substitution of the alphabet letters following those shown quickly reveals the threat – and the arrogance of a man who will never be a match for the dread (and dead) Dracula! But where is the end of the zodiac? A clue of sorts here, if you have the wit to solve it. Frowning, you turn to leave the library.

*An action which takes you back to Act 103.*

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Family Mortuary · Loc 16

“Wrong!” shrieks the Happy Undertaker unhappily, leaping at you furiously with the trepanning instrument.

(This device, incidentally, is mechanically operated and designed to remove the top of one’s head very neatly.)

*Sending you instantly to Act 14 . . .*

---

Upstairs Corridor · Loc 33

The key turns easily, as if the lock had only recently been oiled, and the door swings back without a sound. You step forward to find yourself in a smallish chamber whose walls have been hung with astrological tapestries and the floors scattered with sheepskin rugs. But the all-pervading atmosphere is that of sorcery, of van Helsing’s foul magics.

A sound!

You spin towards it, hissing through your fangs in the time-honoured challenge of the vampire, and find yourself facing a fugitive from the African jungles: a fully-grown lion.

*The lion has 40 LIFE POINTS and the following stats: SPEED 5; COURAGE 6; STRENGTH 5; SKILL 4; PSI 0. If you are slaughtered (which does seem quite likely), turn to Act 13. If you survive your fight with the great cat, you will find concealed in his*

*mane an astrological medallion inscribed with the sign Leo. Add it to your current booty before you move on to Act 143.*

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132

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Family Mortuary · Loc 16

How intriguing. These are not just any old corpses — they are extremely wealthy corpses.

*For each of the five corpses, roll two dice and multiply the result by 10 to determine the amount of cash about each person in golden guineas. When you have quite finished your new profession of robbing the dead, you may examine the pulsing brain in the corner at Act 116 or slip away quietly to Act 122.*

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133

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Entrance Passage (Western Section) · Loc 20

Some impulse persuades you to try the door to the dining room as it swings closed behind you and you discover at once that it has jammed.

*Which will leave you only with the choices outlined at Act 23.*

Family Mortuary · Loc 16

Gagging slightly, you lift the brain (which goes all slithery in your hand and drips over the edge in a most revolting manner). Beneath it, on the floor, is a small mirrored ball.

"What on earth is that?" you ask.

*A small mirrored ball.*

"I can see that. It looks like an ornament for a Christmas tree, but I don't suppose that's really what it's for."

*No, indeed. It is, in fact, a Vampiric Paralyser.*

"A Vampiric what?"

*A Vampiric Paralyser. An ingenious device created by a scientist in York, I believe. It is based on the principle that vampires cannot stand to look at their reflection in a mirror. When flung during combat, the device will paralyse a vampire sufficiently long enough for you to get in first strike and a free bash to boot.*

"How useful," you remark, grabbing the Vampiric Paralyser and thankfully allowing the brain to plop back down again on the floor.

*Now that nasty bit of business is finished, you have the option of searching the corpses at Act 132 or leaving by way of Act 122.*

Drawing Room · Loc 26

As you step inside the room, your keen (if pointed) ears catch a soft sound. A swift survey convinces you the room is empty. You try the door through which you have



just entered and find someone has locked it behind you. Swiftly, you try the door opposite. It too is locked. Are you trapped?

*Apparently not, since the door to the south remains open. It will take you to Act 165.*

## 136

### Family Mortuary · Loc 16

“Wrong!” shrieks the Happy Undertaker unhappily, leaping at you furiously with the trepanning instrument.

(This device, incidentally, is mechanically operated and designed to remove the top of one’s head very neatly.

*Sending you instantly to Act 14 . . .*

## 137

### Upstairs Corridor · Loc 33

The key turns easily, as if the lock had only recently been oiled, and the door swings back without a sound. You step forward to find yourself in a smallish chamber the walls of which have been hung with astrological tapestries and the floors scattered with sheepskin rugs. But the all-pervading atmosphere is that of sorcery, of van Helsing’s foul magics.

A sound!

You spin towards it, hissing through your fangs in the time-honoured challenge of the vampire, and find your-

## Act 138

self facing a young woman in a most embarrassing state of undress.

At once you spin out of your cloak and fling it wide to cover her, since even vampires are not devoid of gallantry. The young woman smiles her gratitude and strikes at you like a snake!

*The young woman has 30 LIFE POINTS and the following stats SPEED 4; COURAGE 5; STRENGTH 3; SKILL 1; PSI 0. She actually has poisonous teeth and if she succeeds in her first surprise strike (or any other strike for that matter) you will not merely suffer dice damage, but continue to lose 5 LIFE POINTS every combat round until the fight is finished or you are dead, whichever is the sooner. If you are slaughtered, turn to Act 13. If you survive, you will find woven into the young woman's hair an astrological medallion inscribed with the sign Virgo which you may take before you move to Act 143.*

### 138

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#### Secret Passage · Loc Secret

The passageway travels less than fifty yards before ending abruptly in a stout double-locked wooden door.

*You will need both a copper and a silver key to open this door. Anything else – shoulder charge, good kick, ramming with your head – will get you absolutely nowhere. If you happen to have collected a copper and a silver key on your travels, use them to open the door at Act 140. If not, you may backtrack to take the other fork at Act 146 or go all the way back out of the crypt so that you can leave the graveyard north at Act 30 or east at Act 24.*



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Sitting Room · Loc 25

Somebody's locked the door! While you were busy fighting for your life (and your opponent's death) some malignant villain crept about locking doors, or at least locking this one!

*Better rush to Act 135 to see if that door is locked as well.*

---

Secret Passage · Loc Secret

The great door swings open to reveal the continuation of the passageway beyond. It is running due north – or possibly a little northeast – so far as you can judge, which suggests it may come up underneath the castle itself. Heart pounding, you follow it until you reach a short flight of narrow stone steps winding upwards. Swiftly you climb them, convinced now that you have found Dracula's very lair. The steps end in a trapdoor. It appears to be unbolted. You reach up and push . . .

*To open this particular trapdoor, you are required to roll one dice and compare the score with your STRENGTH figure. If your score is higher, the trapdoor remains tight shut and you will have to try again until such time as your STRENGTH proves greater than or equal to that of the door. Once you manage this, however, you may troll off to Act 142.*

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Upstairs Corridor · Loc 33

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The key turns easily, as if the lock had only recently been oiled, and the door swings back without a sound. You step forward to find yourself in a smallish chamber whose walls have been hung with astrological tapestries and the floors scattered with sheepskin rugs. But the all-pervading atmosphere is that of sorcery, of van Helsing's foul magics.

A sound!

You spin towards it, hissing through your fangs in the time-honoured challenge of the vampire, and find yourself facing not a living opponent but rather an infernal machine! Set up within the room is a massive and exceedingly complex set of scales attached to a primed crossbow which aims a needle-sharp stake precisely where your heart would have been had you still got one.

You move nervously and the crossbow tracks to follow you. It is clear some sort of fiendish test is involved here, for on one of the pans of the scales lies a small, but interesting, astrological medallion beside which are a number of weights and a note, which states simply: **USE THE CORRECT WEIGHT OR DIE!**

You examine the weights, which all look more or less the same size. There are three in all, each one inscribed with an astrological symbol. Which one to place on the scales? You crane your neck in an attempt to see the inscription on the medallion, but it has been placed on the scales face downwards. Hesitantly, you reach out to select the weight you will use . . .

*The first of the three weights is inscribed with the sign Libra. If you think that is the one to place on the scales,*

## Act 142–143

*turn to Act 169. The second is inscribed with the sign Aquarius. To place that one on the scales, turn to Act 173. The third, inscribed with the sign Sagittarius may be placed on the scales at Act 179.*

### 142

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#### Dracula's Lavatory · Loc 22

As you climb through the trapdoor, you realize why it was so heavy and difficult to shift: it was set directly underneath the lavatory bowl.

You look around, ready for anything, but the chamber is empty. A quick glance through the graffiti convinces you there is no message of importance.

*Which means you must now leave the loo via the door to Act 150. Unless you want to retrace your steps in the secret tunnel to the fork at Act 146 or all the way to the graveyard which you can leave north at Act 30 or east at Act 24.*

### 143

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#### Upstairs Corridor · Loc 33

As you stagger from the room, you throw back your head and vent your emotions with a howl that would do justice to a timberwolf. Once again the mighty Dracula has triumphed! Once again your ingenuity and skill has proven too much for the puny van Helsing!

“I am Dracula!” you scream to the heavens. “I shall survive!”



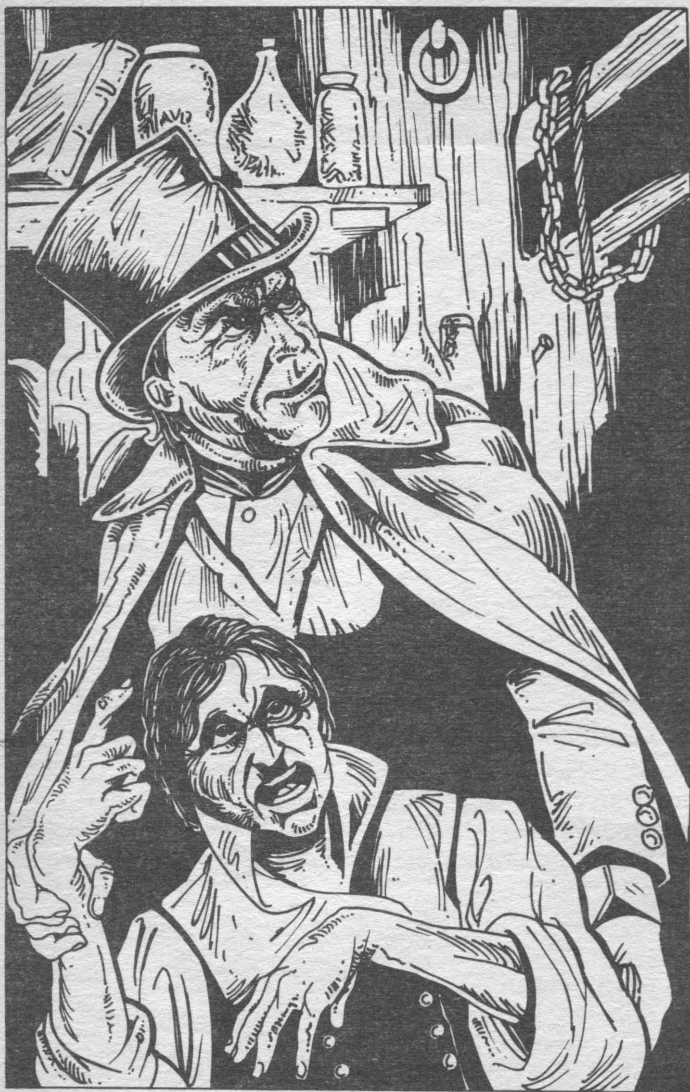
Something attracts your attention. Where once there were twelve doors opening off this corridor, now there are thirteen. It is impossible, yet it is true. The additional door, at the very end of the corridor almost opposite the battlement steps, is clearly marked 13. Is the number significant? Will entering in send you to your death?

*Obviously one way to find out might be to enter in, which you may attempt at Act 147. However, you may well prefer another door if you happen to be carrying a key to open it.*

Key	Door at Act
1	115
2	119
3	123
4	127
5	131
6	137
7	141
8	145
9	149
10	153
11	157
12	161

*Then again, you may always decide to investigate the battlements at Act 85 or return downstairs to Act 11.*

“By Jove you’re right!” exclaims the Happy Undertaker, racing around the various corpses and clapping their hands



together in a ghastly semblance of applause. "It is, in fact, quite impossible as the application of logic will soon confirm. Thus, giving up is the only correct solution. Bravo! Well done!"

"What now?" you ask suspiciously, this being the only time you have managed to join a political Party comprising mainly corpses by failing the entrance exam.

"Why now you are one of us!" says the Happy Undertaker delightedly. "A card-carrying member of the Dead Party, entitled to all the rights and privileges thereof." With which he hands you an official membership card which identifies you as Member No. 7.

"What are the rights and privileges?" you ask curiously.

"Lloyds of London will give you a discount on your life insurance premiums. Harrods have a special scheme for half-price coffins – handmade, of course, and of exceptionally high quality. You are also entitled to a seat in the British House of Commons, if you can get enough votes, and you may sing political songs at Hyde Park Corner any day but Sunday. But perhaps the greatest benefit arises if you happen to find yourself in conflict with a vampire. The card entitles you to deduct 2 full points from any damage the creature may score against you: which can amount to quite a lot cumulatively over a long fight."

"Thank you," you say, not at all displeased. "What happens now?"

"We all sing the Party Song, then go our separate ways," the Happy Undertaker tells you. He throws back his head, hums an A-sharp then sings in a surprisingly melodious voice: "It is great to be alive/ So it is said/ But we in the Party/ Think it's great to be dead!"

Hardly surprisingly, the corpses do not join in and,

## Act 145

since you don't know the words, neither do you. But the Happy Undertaker scarcely notices and is still singing lustily as you tiptoe away.

*Which you may do to the castle at Act 56, or the eastern steps at Act 62. Or the northwestern archway at Act 74. Or even all the way back to the entrance drive at Act 10.*

### 145

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#### Upstairs Corridor · Loc 33

The key turns easily, as if the lock had only recently been oiled, and the door swings back without a sound. You step forward to find yourself in a smallish chamber whose walls have been hung with astrological tapestries and the floors scattered with sheepskin rugs. But the all-pervading atmosphere is that of sorcery, of van Helsing's foul magics.

A sound!

You spin towards it, hissing through your fangs in the time-honoured challenge of the vampire, and find yourself facing not one danger, but several. The chamber is running with scorpions, emerging from a small casket left open in the middle of the floor.

*Throw two dice to determine how many scorpions are scuttling towards you. Each has 7 LIFE POINTS and the following stats: SPEED 3; COURAGE 4; STRENGTH 1; SKILL 2; PSI 0. They will attack one after another, which is a little better than a mass charge, but a double 6 thrown by any one signifies a lethal bite. If you are slaughtered, turn to Act 13. If you survive, you will find in the casket an astrological medallion inscribed with the sign Scorpio which you may purloin before you move on to Act 143.*

## 146

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Secret Passage · Loc Secret

After a short distance, the passage begins to move in a spiral with an increasingly noticeable downwards slope. At first, the curve of the passage is gentle, but it gradually increases until you are turning round and round dizzily until, quite suddenly, you find yourself facing a shaft in the ground, dropping down some six feet into a tunnel.

*Are you certain you want to go this way? If so, you may do so at Act 154. But there's nothing to stop you backtracking to take the other fork to Act 138, or even retreating all the way out of the secret passage, out of the crypt and out of the graveyard north to Act 30 or east to Act 24.*

## 147

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Upstairs Corridor · Loc 33

Cautiously you approach the door to Room 13, noting that in place of lock or keyhole there appears to be a sort of coin slot in the manner of a public convenience. Above the slot is a small brass plaque which reads:

## INSERT ASTROLOGICAL MEDALLIONS

(Van Helsing Coin-Op Company Ltd)

In a sudden fury at the man who seems set on rebuilding whole bits of your castle, you pound the door with your massive fists. But it withstands your onslaught. There is nothing else for it, but to feed in the medallions you have collected if you wish to enter.

*Which is a shade more complicated than it sounds. If you are in a position to feed in less than 6 medallions, turn to Act 171.*

## Act 148-149

*Between 6 and 11, you should turn to Act 167. For all 12 medallions, turn to Act 175.*

### 148

---

#### Eastern Passage · Loc 21

You glance around you, searching for any clue to the whereabouts of the fiend you seek. But none is apparent.

*Leaving you with a free choice of trying the eastern door at Act 156, the dismal western section of the passage at Act 152, returning to the loo at Act 160 or trying the other northern door at Act 162.*

### 149

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#### Upstairs Corridor · Loc 33

The key turns easily, as if the lock has only recently been oiled, and the door swings back without a sound. You step forward to find yourself in a small chamber whose walls have been hung with astrological tapestries and the floors scattered with sheepskin rugs. But the all-pervading atmosphere is that of sorcery, of van Helsing's foul magics.

A sound!

You spin towards it, hissing through your fangs in the time-honoured challenge of the vampire. Something hisses back, in close proximity to your ear. An arrow! Your blood runs cold. Penetration by an arrow has much the same effect on you as penetration by a stake,



which is bad news indeed. Across the room is an albino bowman, pink eyes glittering as he draws back his bow for another shot.

*First, you'd better see if he looses off that shot before you can do anything about it. Roll one dice to determine the archer's SPEED and compare it with your own. If it is faster, then he will be able to shoot again: any score above 7 on two dice indicates a hit, which will carry you off directly to Act 13. If the archer proves slow, or misses, then it's your turn. One good fang to the throat, indicated by a score above 7, will put paid to him for keeps. If you survive this lethal encounter, you will find an astrological medallion engraved with the sign Sagittarius in his pocket. You may have this before you move on to Act 143.*

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 150

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 Eastern Passage · Loc 21

Crawling towards you along the passageway is a mobile slime mould, not the most attractive creature on earth since it has the consistency and appearance of something the cat puked up and the colour of a leprous green worm. The slime is almost six feet in diameter and progresses by means of short bulbous pseudopads ending in bright purple suckers which squelch merrily on the polished floorboards.

"Huuuuuunch!" moans the slime, scenting you and turning in your direction.

*Which is not particularly good news, Mr Harker, since slimes of this magnitude are capable of digesting a man whole on*

## Act 151

*a throw of 9 or better. This one has 20 LIFE POINTS and the following stats: SPEED 1; COURAGE 6; STRENGTH 3; SKILL 1; PSI 0. Apart from digesting you alive, it will do you no other damage in combat. If you are digested before you can turn the slime into bits of putrid jelly, go to Act 14. If you survive, better turn to Act 148.*

### 151

#### Main Door of Castle · Loc 18

At the sight of the great door, memory floods back and you reach out a hand to rap the mystic rhythm which summons the guardian demon to fling wide the portal.

*Rap rap-rap-rap-rap rap rap!*

With a strangled demonic gasp, the portal flings wide, revealing the inner hallway now cluttered with an infernal machine designed to hurl a stake with vicious ferocity at anyone opening the twin inner doors. Van Helsing's work for certain! The man is a homicidal maniac, incapable of leaving a peaceloving vampire to get on with the sort of high-spirited mayhem which is his custom. You step forward and demolish the mechanism with a few well-placed kicks.

*Which means that should you inadvertently open the inner doors at any future time in this adventure, you can safely ignore what it says about being impaled by a stake and continue on your way. Meanwhile, you may safely re-enter your castle if you wish, taking the entrance passage west to Act 23, east to Act 27, up the stairs to Act 47, into the music room at Act 21 or into the withdrawing room at*

**Act 39.** *If, however, you wish to continue outside, you can take the steps to the sunken garden to the east at Act 177, move towards the outbuildings in the west at Act 181, go through the northwestern archway at Act 185 or even go south along the entrance drive at Act 189.*

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152

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Entrance Passage · Loc 20

*You may move east by turning to Act 148. Or climb the stairs at Act 158, or open the southern doors at Act 164, or the northern door at Act 168, or the northeast door at Act 172, or move west at Act 180.*

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153

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Upstairs Corridor · Loc 33

The key turns easily, as if the lock had only recently been oiled, and the door swings back without a sound. You step forward to find yourself in a small chamber whose walls have been hung with astrological tapestries and the floors scattered with sheepskin rugs. But the all-pervading atmosphere is that of sorcery, of van Helsing's foul magics.

A sound!

You spin towards it, hissing through your fangs in the time-honoured challenge of the vampire, and find yourself facing a most curious creature. It is, in many respects, like a small centaur, except that the rear part of the body which, in a centaur, would be that of a horse, is here that of a goat. Rather nerve-wrackingly, the human

## Act 154

forepart is horned. You are still trying to figure out exactly what it is, when it charges.

Artwork – full page

*The goatlike creature, despite its relatively small stature, has 65 LIFE POINTS and the following stats: SPEED 4; COURAGE 5; STRENGTH 4; SKILL 3; PSI 0. The horns allow it to do +3 damage. If you are slaughtered in this bewildering encounter, turn to Act 13. If you survive, you will find the creature is wearing an astrological medallion inscribed with the sign Capricorn. You may take this before you move on to Act 143.*

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## 154

### Ghoul Haven · Loc 38

Frankly, Harker, this place looks threatening – a very hairy area as Her Britannic Majesty Queen Victoria might put it. It also smells bad; the sweet musty scent of decay.

*If you want to go deeper in, you may do so at Act 166, but perhaps discretion might be the better part of valour and the more appropriate course might be to retreat and take the other fork to Act 138 or go all the way back to the crypt where you may leave the graveyard north at Act 30 or east at Act 24.*



155

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Sunken Garden · Loc 12

You move down the steps to explore. And fall!

*Falling down is not in the nature of a dexterous vampire such as yourself, but on this occasion you have an excuse: you walked on a trick step. Having fallen, you must now angrily hurl two dice to determine the number of LIFE POINTS you have lost on account of the injury you sustained. Should the loss kill you, turn to Act 13. Should you survive, you will find your troubles are only beginning at Act 183.*

156

---

Walled Gardens · Loc 31

You move around cautiously, ever aware that you are now drawing dangerously close to Dracula himself, and discover that the overall layout of the gardens is a sort of L shape inverted and fallen on its face. There is only one door in the outer wall, but the inner wall has two, including the one you just used.

*Which means you can go in to Act 148 or try the door in the outer wall at Act 174, or the second door into the castle at Act 182.*

157

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Upstairs Corridor · Loc 33

The key turns easily, as if the lock had only recently been oiled, and the door swings back without a sound. You step



forward to find yourself in a small chamber whose walls have been hung with astrological tapestries and the floors scattered with sheepskin rugs. But the all-pervading atmosphere is that of sorcery, of Van Helsing's foul magics.

A sound!

You spin towards it, hissing through your fangs in the time-honoured challenge of the vampire, and find yourself facing an exceedingly handsome man, clad in tight-fitting breeches and boots, but the upper half of his body naked save for what appear to be scales. He holds a crystal container in which is a colourless, odourless liquid.

"Water," he says, nodding towards the container. "And thereby hangs a test."

"Test?" you echo cautiously.

"It would be useful," remarks this creature, "if you were to take the chemical formula for water (which is fairly well known in this enlightened age), convert the letters therein to their numerical equivalents by calculating what position they occupy in the alphabet, then adding these numbers together with the number which appears naturally in the said formula. This done, take your final figure and add to it the figure 162, by which means you will be enabled to proceed."

*How confusingly long-winded can you get? However, if you can follow what this curious fellow is saying, you should now turn to the Act section numbered by your final figure.*

158

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Upstairs Corridor · Loc 33

Cautiously, you try the door nearest you and discover your initial impression was quite correct: it is indeed locked. As a door, however, it does not appear to be particularly well-made, and it occurs to you that a swift shoulder charge from someone as well-built as yourself, might actually send it crashing off its hinges.

*If you want to try a quick shoulder charge, you may do so at Act 176. Alternatively, you may climb further to the castle battlements at Act 184 or simply go back to the entrance passage at Act 152.*

159

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Chill Room · Loc 15

This looks as though it could be a very pleasant place to hang your hat and park your coffin.

*For the moment, however, you may explore the inner room at Act 191 or return to the castle courtyard at Act 117.*

160

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Dracula's Lavatory · Loc 22

Returning to this ill-fated room seems to have been pushing your luck. For as you step through the doorway, you can see immediately a hairy hand emerging out of the bowl to point in your direction.

*Fzzzzzzst!*

Almost before you have time to react, a bolt of energy erupts from the finger to arc in your direction.

*Can you dodge in time? Throw one dice and compare the result with your SPEED figure. If your SPEED is higher, you can get out of the way in time. If, however, your SPEED is lower then the energy will demolish 25 of your precious LIFE POINTS. (Should this kill you, go to Act 14.) Either way, of course, you will have to face the hideous creature crawling out of the bowl, a hairy humanoid with elastic bones by all appearances. This denison of the sewerage system has 25 LIFE POINTS and the following stats: SPEED 3; COURAGE 3; STRENGTH 3; SKILL 3; PSI 0. It will use its energy bolt again on any throw of 12, deducting 25 LIFE POINTS unless you can dodge aside. If you are killed, turn to Act 14. If not, flush the corpse back where it came from and stagger back to Act 148 to find a less dangerous destination.*

## 161

### Upstairs Corridor · Loc 33

The key turns easily, as if the lock had only recently been oiled, and the door swings back without a sound. You step forward to find yourself in a small chamber whose walls have been hung with astrological tapestries and the floors scattered with sheepskin rugs. But the all-pervading atmosphere is that of sorcery, of van Helsing's foul magics.

A sound!

You spin towards it, hissing through your fangs in the time-honoured challenge of the vampire, and find your-

## Act 162-163

self facing one of the most hideous creatures you have ever seen: something with the body of a muscular man and the head of a slimy fish.

*Fishhead has a massive 70 LIFE POINTS and the following stats: SPEED 3; COURAGE 4; STRENGTH 5; SKILL 3; PSI 0. If you are killed, turn to Act 13. If you survive, you will find tucked behind one gill an astrological medallion enscribed with the sign Pisces. Take it before you move on to Act 143.*

### 162

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#### Junk Room · Loc 23

There is no-one in the room, but heaven only knows what might be concealed within the various boxes and crates stored here; heaven only knows what things might lurk in the dim corners of this cluttered chamber.

*If you wish to risk a search, turn to Act 186. If not, you may creep back out into the corridor at Act 148.*

### 163

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#### Stable Yard · Loc 11

*You have the choice of investigating the stables at Act 193, entering the orchard at Act 197 or returning to the courtyard at Act 117.*

## 164

## Outer Hall • Loc 19

The main door has been locked and heavily barred. Investigation quickly convinces you there is no way for you to open the front door even from the inside.

*Which leaves you no option other than returning to Act 152 and selecting another destination.*

## 165

## Entrance Passage • Loc 20

Zzzzzst!

You dodge aside, every nerve fibre tingling. Van Helsing has conjured an astral snake and set it permanently in this passage. The great translucent reptile rears before you like a cobra preparing to strike.

*Which is exactly what it is going to do however much you duck and weave. The bad news is that you cannot kill an astral cobra. If it doesn't kill you, the best you will manage is to banish it temporarily to the Astral Plane by bringing its LIFE POINTS down to minus 10 which will allow you to go on your way, but the snake will rematerialize after you've gone. The creature has 40 LIFE POINTS and the following stats: SPEED 5; COURAGE 3; STRENGTH 4; SKILL 2; PSI 0. If it kills you, then turn to Act 13. If you manage to get its LIFE POINTS down to -10, then opportunities open like flowers and you may go west along the passage to Act 23, east to Act 27, through the narrow doorway to Act 21, through the double doors in the south wall to Act 33, through the door in the north to Act 39 or up the stairs to Act 47.*





## 166

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Ghoul Haven · Loc 38

You have just discovered why this place is called Ghoul Haven. Foul creatures who have not seen the light of day for decades are shuffling towards you, fangs glistening, pink eyes gleaming hungrily.

*This is not all bad news, Jonathan. You are in no danger of being eaten alive, although you are in considerable danger of being eaten once dead. Throw two dice to determine how many ghouls of the horde will actually attack you. Each has 25 LIFE POINTS and the following stats: SPEED 3; COURAGE 4; STRENGTH 3; SKILL 3; PSI 0. If they kill you, go to Act 14. If you survive, you may as well accept the fact that you are not going to get past the small army of these horrors who are bringing up the rear, in which case you should run like crazy back to the fork which takes you to Act 138 or Act 146. With a bit of luck you should have thrown them off by the time you reach it.*

## 167

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Room 13 · Loc Too fearsome to reveal

A massive grinding of internal gears greets the descent of the final coin. The door itself begins to open, but not in the conventional manner: instead, it slides slowly downwards.

And beyond it is darkness, darkness beyond illumination by any natural means, the stygian blackness of a sorcerous tomb.

## Act 168–169

*You have a simple choice, dear Count: to step forward or not. If you wish to attempt to enter the darkness, you may do so at Act 195. Alternatively, you may chicken out by returning to Act 143 and selecting a different option.*

### 168

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#### Withdrawing room · Loc 26

*Gasp!*

That involuntary intake of breath was your reaction to the ghastly sight which meets your eyes as you step through the doorway. Hanging from a beam in the centre of the room is a body, but a body so drained of blood that it looks like an empty waterskin.

*A victim of the foul fiend Dracula, no doubt. But, to raise a delicate point, will you search the corpse? You may do so at Act 178. Or you may leave it and pass through the western door to Act 188, the eastern door to Act 192 or the southern door to Act 152.*

### 169

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#### Upstairs Corridor Room · Loc 33

*Kersplaang!*

The fiendishly-set-up crossbow discharges, but the bolt falls limply on the floor before reaching you.

*Which suggests you may have made the right decision and certainly allows you to snaffle the astrological medallion*

*which, like the weight, turns out to be enscribed with the sign Libra. Now move on to Act 143.*

170

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**Secret Tunnel · Loc Secret**

You drop down the trap and discover a dimly-lit stone-flagged corridor which slopes downwards at quite an acute angle so that you are tempted to move forward faster, perhaps, than you wish to go. This precipitate pace continues until you reach a closed door.

*Which you may open, if you wish, at Act 190. But since that might be the last thing you will ever do, you might equally well consider the option of returning to the walled garden at Act 156.*

171

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**Room 13 · Loc Too fearsome to reveal**

As you insert the coins, a grinding of gears precedes the abrupt slide downwards of the door, followed instantly by the emergence of a huge mechanical claw, similar in many respects to those found (although smaller in scale) within certain machines popular in the seaside amusement arcades of Britain.

The claw seizes you in a vice-like grip and drags you into the unlit room where its pressure on your reluctant body increases so dramatically that bones crack, muscles tear, sinews rip—

## Act 172

*Spare yourself any more gory details by diving headlong towards Act 13.*

172

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### Music Room · Loc 24

He is here! The dreaded Count Dracula is here! Hunched over the piano in his flowing black cape, he is (apparently) enraptured by the music he is playing – a classical piece by Debussy unless your ears deceive you.

With a howl of joy, you leap forward. Dracula turns to defend himself . . . and you realize instantly this is not Dracula! There was a certain superficial resemblance in dress and pallor to be sure, but now he has turned you can see at once you are facing not the Vampire Count but his almost equally dangerous cousin, the Phantom of the Opera!

*The Phantom is one of those creatures in the Vampire Keep which cannot be killed properly. Even bringing its LIFE POINTS to zero is insufficient. What's needed is to bring them down to minus 5 at which point the Phantom will disappear long enough to let you get away. This unhappy creature has 30 LIFE POINTS and the following stats: SPEED 5; COURAGE 4; STRENGTH 2; SKILL 3; PSI 0. If you are killed in this encounter, go to Act 14. If you survive, turn to Act 194.*

173

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Upstairs Corridor Room · Loc 33

*Kersplaang!*

The dread sound of a stake piercing the soft heart of a vampire.

*Nothing else for it but the equally dread Act 13.*

174

---

Walled Garden · Loc 31

Perhaps, you muse as you step through the door, it might make more sense to seek the dreaded Dracula within the walls of the castle itself.

But in the event you will never know. You step through the doorway into nothingness.

*Dropping down a sheer cliff face to pancake, with a most unpleasant noise, onto the rocks of Act 14.*

175

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Room 13 · Loc Too dread to reveal

The final medallion drops.

At once there is a grinding of internal gears. The door moves . . . downwards!

And behind it is a mirror!

At once you fling your cloak over your face to prevent the damage which inevitably follows any glimpse of your own invisible reflection. In the same movement, you kick out and your keen ears hear the mirror shatter.

Cautiously, you drop the cape. Shards of glass strew the entrance to a surprisingly large and impressive chamber: no part of your original castle, but some sorcerous construction of the man who even now is seated on a granite throne at the end of a colonnade of mica pillars. Your heart beats once in excitement, then stills again.

"Van Helsing!" you hiss.

"So, my dear Count, you have found me," responds van Helsing easily. "Perhaps to your cost."

"We shall see about that!" you howl, starting towards him. "I shall drain every drop of life force from your veins, after which I shall start on the arteries!"

"Have a care, Dracula!" warns van Helsing. "I am not so defenceless as I may appear!"

*Not that you ever believed he was. You already have van Helsing's stats and LIFE POINTS as a result of your divination at the very beginning of this adventure. What you do not yet know, however, is that van Helsing has very considerable PSI abilities which he will use, throw for throw, so long as he has at least half his original LIFE POINTS remaining. These abilities, which he tends to unleash in rotation, are:*

- a. *THE THUNDERBOLT*, which strikes successfully on a simple roll of 6 and removes 20 LIFE POINTS.
- b. *THE CADUCEUS*, a wave of blue light which will heal Van Helsing to the tune of a double dice roll of LIFE POINTS.
- c. *THE SICKENER*, a globule of nauseous green slime conjured in the air and so repulsive that you will automatically miss your next combat round.
- d. *THE STAKEOUT*, which materializes a wooden stake from midair to do you +5 damage and kill you outright on a double 6.



*If, as seems terribly likely in the circumstances, van Helsing kills you, go to Act 13. Should you manage against all odds to rip this idiot's throat out, turn to Act 199.*

## 176

## Upstairs Corridor · Loc 33

Drawing back the fullest extent the limited space will allow, you turn sideways then run, gathering momentum, faster and faster, until—

*Craaash!*

The door disintegrates in a shower of splinters and cement dust, the noise reverberating along the corridor.

*Craaash! Crash-crash crash!*

One by one the other doors along the corridor shatter and rumble, falling inwards so that the entire corridor is quickly filled with a fog of dust and debris. Cracks are appearing in the wall of the corridor as it too begins to crumble. Bricks fall out, then whole sections. In a moment the entire wall has collapsed.

*Looks as though you don't know your own strength, Mr Harker. What is even more frustrating, every last one of those twelve rooms is empty (and ruined now, of course). There is nothing more to be done here. Rub your shoulder and decide whether you wish to visit the battlements at Act 184 or return to the entrance passage at Act 152.*

## 177

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Sunken Garden · Loc 12

*Eeeeeaggh Splat!*

That was the sound of you tumbling down the steps on account of having failed to remember one of them was a turnstep, set to swivel at the slightest pressure and throw the person on it roughly to the ground below.

*The bad news is that this has cost you a sprained ankle and 10 LIFE POINTS. If the loss of LIFE POINTS kills you, turn to Act 13. If you survive, remove 3 points from your SPEED stat for the next ten sections on account of your ankle. The good news is your peculiar constitution allows you to use certain poisons for healing. Gather them now. You can carry enough for three good healing sessions, each one of which will restore a double dice roll of LIFE POINTS up to your unnatural maximum. Now better return to the castle courtyard where you may explore the western outbuildings at Act 181, go south along the entrance drive to Act 189, pass through the northwestern archway at Act 185 or, if you have not yet already done so, examine the great door to the castle at Act 151.*

## 178

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Withdrawing Room · Loc 26

Worth the search, repulsive though it was: you have found a bottle of something called



Pharson's  
Phabulous  
Phever  
Phixer

*One Teaspoon After Meals*

The bottle is almost empty, but you should get a couple of teaspoons out of it; and each one will certainly restore a double dice roll of LIFE POINTS.

Having found the bottle, you are almost tempted to discontinue the search, but you persevere long enough to discover a scrap of paper in one trouser pocket. On it, in a spidery hand, is written:



*Which may or may not be of some use to you. Now you have the option of passing through the western door at Act 188, the eastern door at Act 192 or the southern door at Act 152.*

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179

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Upstairs Corridor Room · Loc 33

*Kerspluung!*

The crossbow discharges. The stake penetrates your heart.

*And something tells you you chose the wrong weight as you plunge through darkness to Act 13.*

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180

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Entrance Passage (Western Section) · Loc 20

The passage runs west before turning at right angles north. On the north wall of the western run there are two doors. The northern leg of the passage ends in a flight of narrow stairs leading downwards into gloom.

*The easternmost door in the northern wall leads to Act 196, the other door to Act 188. If you want to find out where those gloomy steps lead, turn to Act 200. Alternatively, of course, you can always backtrack to Act 152.*

Chill Room · Loc 15

*Thwock!*

A missile hurtles towards your head. Your lightning reflexes, fine-honed by centuries of vampiring, allow you to register (to your horror) that it is a garlic onion flung by a catapult ingeniously triggered by your opening of the door. If it strikes you at this velocity, it will kill you for sure.

*The question is, will your lightning reflexes allow you to dodge? Throw one dice and compare the result with your SPEED stat. Throw another and compare the result with your SKILL stat. If both your SPEED and SKILL are lower than the figures you rolled, wipe the garlic off your face and turn to Act 13. If only one is lower, you must throw both dice again. If both your stats are higher, you have leaped nimbly aside, swearing viciously at van Helsing ("Curse you for a bounder, van Helsing!") and may now explore the inner room at Act 191 or return to the castle courtyard at Act 117.*

Dining Room · Loc 27

You have scarcely time to look around you before one of the most unexpected and most terrifying experiences of your entire career occurs. In an explosive flash of sorcery, a figure steps out of an ancestral portrait and leaps towards you, cloak flying out behind him like a giant bat.



*Dracula's Daddy is all you need, but it seems as though you have at least a reasonable facsimile. Although several centuries old, he has 50 LIFE POINTS and the following stats: SPEED 4; COURAGE 4; STRENGTH 5; SKILL 4; PSI 0. He is impossible to kill, but may be banished back to his frame by bringing his LIFE POINTS down to zero. Should he kill you, turn to Act 14. If you survive, you may leave through the northern door to Act 156, the eastern door to Act 168 or the southern door at Act 180.*

## 183

## Sunken Garden · Loc 12

*Mutter-mutter . . . mutter-mutter . . . mutter-mutter . . .*

As you pick yourself up, the sound of muttering assails your keen and pointed ears. Your blood, what there is left of it, turns even more chill than usual.

“Oh no!” you groan.

*Oh, yes! You are under attack by a contingent of garden gnomes! Throw one dice to determine how many you are facing. Each has 25 LIFE POINTS and the following stats: SPEED 2; COURAGE 5; STRENGTH 6; SKILL 3; PSI 3. They will do you no physical harm in the ensuing combat, but each will use his PSI power in an attempt to teleport you: something which will prove all too successful on a throw of 10 or better. If you manage to fight your way out of this mess, you may return to Act 117 and keep away from the sunken garden in future. If you are teleported, proceed as follows: Throw two dice and add 11 to your score. If the result is an odd number then turn to the section indicated and go on from there. If the result is an even number then throw again.*

184

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Castle Battlements · Loc 34

You lean over the edge of the battlements in the hope of seeing what may be directly underneath. At once you realize your mistake: the crumbling masonry is starting to give way!

*Isn't there always something? Throw two dice. Score 11 or 12 and you will plunge to your death at Act 14. Score anything else and you may return, sweating a little, to the entrance passage at Act 152.*

185

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Stable Yard · Loc 11

Horse droppings indicate the yard has been used recently, although there is no sign of a horse.

*You may check out the stables at Act 205 or return to the courtyard at Act 117.*

186

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Junk Room · Loc 23

Trouble! There is a snake in this chest, guarding a bottle of poison antidote.

*The reptile has 30 LIFE POINTS and the following stats: SPEED 5; COURAGE 5; STRENGTH 3; SKILL 2 PSI 0. On a throw of 11 or 12, it will inject venom into*

*your bloodstream which will remove an additional 5 of your precious LIFE POINTS per combat round until you drink the poison antidote. If you die before you can get the antidote, turn to Act 14. If you survive, you can get back to the corridor at Act 148.*

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187

Upstairs Corridor Room · Loc 33

The figure smiles grimly. "My master said you were clever. And instructed me to hand you this . . ." With which you are handed a sealed envelope.

With one eye on the curious creature, you slit open the envelope. Inside is a note, a key tagged with the number "5" and an astrological medallion enscribed with the sign of Aquarius. The note reads:  
NOT BAD GOING FOR AN IDIOT. BUT I SHALL  
HAVE YOU YET. SIGNED VAN HELSING.

*Arrogant maggot! But there's nothing you can do about it until you find him. For now, pocket the key and turn to Act 143.*

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188

Dining Room · Loc 27

You notice a scrap of paper has been pinned beneath one of the portraits. It reads simply "BEWARE THE ANCESTORS" but there is no indication of who left it there, or, indeed, what it means.

## Act 189-190

*Something else to puzzle about. But for now, you may leave through the northern door at Act 156, the eastern door at Act 168 or the southern door at Act 180.*

### 189

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#### Castle Driveway · Loc 2

A memory strikes you of pathways leading east and west, but careful examination fails to reveal them.

*You had better decide whether to move south to the main gate at Act 207 or north to the courtyard at Act 117.*

### 190

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#### Deadly Boudoir · Loc 36

This does not look like the honeymoon suite at the Ritz, Mr Harker. Indeed, it looks, if anything, like a remarkable amount of trouble. Even as you watch, there is a sound and it seems the lids of the coffins may be moving.

*Throw one dice to determine how many lids are moving. Score 1 or 2 and only one lid moves. Score 3 or 4 and two lids move. Score 5 or 6 and all three are moving.*

You watch that nearest you with baited breath as from it emerges one of the most beautiful women you have ever seen, dark-haired, dark-eyed, white-fanged, pale, delicate—

White-fanged?

*No wonder they call this the Deadly Boudoir! These are the Brides of Dracula. Each one released from her coffin has 35 LIFE POINTS and the following stats: SPEED 5; COURAGE 5; STRENGTH 3; SKILL 3; PSI 0. As undeads, they can each kill you outright on a throw of 12. If you succumb to the charms of these ghastly ladies, turn to Act 14. If you survive, a search of the wardrobe will quickly reveal the entrance to a secret passage leading to Act 198.*

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 191
 

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## Family Mortuary · Loc 16

Memory comes flooding back! Most of those cupboards contain organ transplants. One contains Cousin Ivan, locked there during a childhood game of Ring-a-Roses and left to rot.

*The thing is, do you want to open any of those cupboards. One might contain something interesting; or it might contain Cousin Ivan, who will certainly be in a foul mood after all these centuries. As always, the choice is yours: open the cupboards at Act 209 or return, via the chill room, to the castle courtyard at Act 117.*

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 192
 

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## Sitting Room · Loc 25

Swiftly you examine the books in the bookcases. They are, in the main, Estate Records of the Family Dracula – grain prices, stud books, livestock purchases, peasants

## Act 193–194

murdered and so forth. But amongst this, you notice a full set of the *GrailQuest* series, a clear indication that Dracula must be dangerously insane.

*And so are you if you don't keep moving in this hideously dangerous castle. The door in the east wall leads to Act 202, that in the west wall to Act 168.*

### 193

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#### Kennels · Loc 17

Which is not surprising, considering the fact that there are some three dozen wolves chained up in here, each one howling a friendly welcome to their master.

You notice something glittering in the feeding trough and on investigation discover it to be a key, tagged with the number “2”.

*Take the key, then exit to Act 163.*

### 194

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#### Music Room · Loc 24

*Pop!*

He's gone, the weasel! Opera cloak and all, leaving behind only a few strains of Wagner on the still air.

But hold! What is this on the piano stool where he was originally sitting? Why, it is a small phial containing a single dose of, according to the label:



## THE NOSTRUM OF NOSTRADAMUS

### Take Only In Extremis

Beneath it is a note which states, "Dig to find my cousin's lair." Not the most helpful communication you have ever received.

*This Nostradamus Nostrum business is a little tricky. The only way to find out what it does to you is to turn to Act 204. BUT DON'T DO ANYTHING YET! Because once you turn to Act 204, it means you've taken the Nostrum. So you have a choice of turning to Act 204 right now or making a note of the section number and turning to it to take the Nostrum at a later time. Either way, remember the section number you were at before you turned to Act 204 so you can be sure of getting back there, assuming you survive taking the nostrum. To leave your present situation, take the southern door in the western wall to Act 152 or the northern door in the western wall to Act 192.*

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### 195

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#### Room 13 · Loc Too fearsome to reveal

Bravely you step forward.

And are instantly snuffed out by the portable Black Hole van Helsing's ghastly magic has placed behind the door.

*Nothing else for it but Act 13.*

Cloakroom · Loc 28

You half turn to leave when your eye catches something peculiar about the wall behind the cloaks. Brushing aside the hanging apparel, you carefully feel the surface with sensitive fingertips. There is definitely a crack here!

Excitedly, you continue with your examination until your probing fingers at long last discover the hidden mechanism. With a loud click, a whole section of the wall slides back, revealing a long, dark tunnel running downwards and eastwards. Scarcely able to contain yourself, you follow this tunnel until it begins to rise again and ends in a trapdoor.

*You may raise the trapdoor at Act 142, or return back along the tunnel to leave the cloakroom at Act 180.*

Castle Orchard · Loc 14

This is crazy! You are under attack by vampire bats!

"Don't you know who I am?" you scream in frustration, waving your arms about.

But they seem to be deaf as well as blind, for they pay you no attention and, uttering squeaks so high-pitched that only the pure in heart can hear them, they continue to attack you furiously.

*Roll two dice to determine how many bats you have to contend with. Each one has 10 LIFE POINTS and the following stats: SPEED 4; COURAGE 3; STRENGTH*

2; SKILL 1; PSI 0. If the bats drain you completely, turn to **Act 13**. *If you survive, you will find on absentmindedly chewing one that it has swallowed a key tagged with the number “1”. Take the key and decide whether to leave the orchard via the northern gate at **Act 211** or west at **Act 163**.*

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198

Castle Chapel · Loc 39

The only thing is, those crosses all seem to be upside down. And the “saints” bear a suspicious resemblance to those pictures of Dracula’s ancestors which seem to hang all over the castle. And the smell of incense is terribly sweet, cloying, sickening and . . .

*. . . poisonous! This could kill you, Jonathan Harker. Roll a single dice four times to test your stats except for PSI. If all your stats prove lower than the check rolls, writhe in agony and go to **Act 14**. If some are lower and some higher, check again. If all your stats are higher than the check rolls, you may stagger gasping through the door behind the altar and into the secret tunnel to **Act 206**.*

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199

Room 13 · Loc Doesn’t matter now

Van Helsing is dead! You have done it! Once again Count Dracula, scourge of Transylvania, has triumphed. And against almost unimaginable odds considering van Helsing’s occult powers and the traps and tricks he had time to set up.

With a wave of excitement and relief, you throw back your head and laugh evilly – a challenge thrown in the face of all who would dare tempt fate by trespassing on the Dracula estate. Then, kicking van Helsing's body one more time for luck, you turn and leave Room 13 which, now the sorcerer who set it up has gone, begins slowly to fold in on itself as you close the door and eventually disappears altogether, taking with it the mortal remains of your greatest enemy.

You glance upwards along the staircase leading to the battlements and note from the light that dawn must be near. Swiftly you turn and descend the stairway to the great entrance passage of Castle Dracula, there to stride, cloak swirling out behind you like great bat's wings, to the entrance of the secret passage which leads to your private crypt.

Rats and other vermin scatter in terror as you walk along the dimly-lit tunnel leading to the staircase which eventually plunges downwards to Loc 35.

You look around you, smiling grimly. The crypt is small, in need of some renovation and redecoration, but for you it is home, a haven of peace and tranquillity in a troubled world.

Some sixth sense tells you the sun is about to rise and you must hurry. Swiftly you stride to the sarcophagus and vault nimbly into the ebony coffin within. Sinking down into the comfortable embrace of consecrated earth, you take one last look around the crypt. You reach up and pull the coffin lid tight shut. In the stygian darkness you sigh happily before closing your eyes for another day's sleep. It has been a busy night.

*Now that you have triumphed as Count Dracula, why not find out if you would be equally successful in the role of*

*Jonathan Harker, a man determined to rid the world of the Vampire Count once and for all. Simply return to the beginning of this book, re-roll LIFE POINTS and statistics, then select the Harker role and start out on a whole new adventure!*

200

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Kitchens · Loc 29

You are almost about to go on your way when a small movement out of the corner of your eye attracts your attention. You turn swiftly to discover emerging from a half-open cupboard one of the most savage examples of a furry blue mould you have ever seen!

*This is what comes of leaving cheese too long in an atmosphere of such pervasive evil as that of Castle Dracula.*

*The mould which forms naturally enough feeds not only on the cheese, but on the evil vibrations, growing larger and more savage until it takes over the entire world or is slain by some intrepid adventurer. This particular mould has been growing sufficiently long to amass 47 LIFE POINTS and has the following mouldy stats: SPEED 2; COURAGE 5; STRENGTH 4; SKILL 3; PSI 0. If the mould overcomes you, it will digest your body and throw the rest to Act 14. If you survive, and have the stomach for it, you can actually use a bit of the dead mould as penicillin to restore a double dice roll of LIFE POINTS; after which you may leave via the archway to Act 180 or the northern door to Act 208.*









## 201

---

Hall of Mirrors · Loc 40

You scream!

No vampire on earth could survive this sudden burst of light, let alone the infinite regression of invisible reflections. And you are no exception. With a ghastly rattle in your throat, you sink downwards, hands clawing desperately at the mirror surface . . .

*. . . as you sink all the way to Act 13.*

## 202

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Sitting Room · Loc 25

At the very door you hesitate. Some sixth sense warns you of impending danger. And indeed, from within, faintly muffled by the thick door, you seem to hear the distant strains of the Funeral March from Saul, a work which may be played in your honour if you are not very careful.

*Fortunately you still have the chance to change your mind and leave by the western door at Act 168. But if you insist on opening the eastern door, you might like to turn to Act 172.*

## 203

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Dracula's Crypt · Loc 35

Ah, home! This morbid little chamber has been your resting place for centuries and you can feel its welcome now.

*And an important welcome it is since if, for any reason, you are suffering from depleted LIFE POINTS, they will be fully and automatically restored by the time you leave this chamber. Which you may do at any time now, returning to the Act section where you found the secret door.*

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204

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Nostrum of Nostradamus · Loc Only you know!

Swiftly you swig back the Nostrum.

*Aaaarrgh!*

You clutch your throat and fall to the floor, drumming your heels, crossing your eyes and screaming. The Nostrum tastes foul. However, rather than continuing to make such a fuss, you get up again.

*And discover any LIFE POINTS you may be missing have been fully resotred. Now return to the section where you took the Nostrum and continue your adventure, fit, healthy and refreshed.*

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205

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Kennels · Loc 17

And empty.

*If you want to search, turn to Act 213. If not, you might as well come back out to Act 185.*

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Dracula's Crypt · Loc 35

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Your blood runs cold as you realize exactly where you are. The Crypt of the Arch Fiend himself, the tomb held secret for generations – indeed for centuries. Here is the spot where Dracula sleeps. Here is the one place on earth where you may have a chance to rid the world of the greatest evil it has ever known.

You pause at the head of the stairs and look around you carefully. The chamber seems empty; yet all your instincts warn you there is danger here. The very stones reek of it – danger and hideous evil.

Your eyes alight on the sarcophagus to the north. Slowly, cautiously, you descend the steps into the gloom of the musty crypt itself. There is no sound, save for the pounding of your heart. Scarcely daring to breathe, you approach closer.

Now you are standing beside the sarcophagus, trembling with anticipation, scarcely daring to move further. Yet move you do. With a silent prayer, you take the final step and bend to look over the edge of the sarcophagus.

Within is the ebony coffin you noted from the head of the stairs. The lid is closed but not, so far as you can tell, fastened. Should you open it?

Hesitantly you reach out. Your total instincts are in revolt against this move. You know the hideous danger you are in. You know that even now you might simply turn and run and the chances are you could leave the castle safely.

Yet flight is not for you. Already you have come too far to contemplate retreat. However perilous your mission, you must complete it for the good of humanity and your own satisfaction.

You reach inside and move back the lid a fraction of an inch. Within the coffin you can see no more than the darkness of the grave. Taking a deep breath, you fling the lid back fully.

*He is there!*

Lying within the coffin, eyes closed, hands folded peacefully across his chest, is the tall, saturnine figure of the Vampire Count who has for so long haunted your dreams. He is formally dressed and wrapped around with his great black cloak. About his neck is strung the Transylvanian Medal of Honour, the highest military award his country could bestow. Even in this extremity your mind absorbs the inscription. The medal was awarded to Count Dracula . . . but the date is more than three hundred years ago!

He sleeps! The monster sleeps! Good fortune is with you now, but you must hurry. Swiftly you begin to make the preparations which will allow you to rid the world of this foul creature for all time. One well-aimed blow will be enough in his sleeping state. Forehead feverish you lean over to deliver it . . .

*And Dracula opens his eyes!*

You fall back with a gasp of surprise. Hissing, the vampire leaps nimbly from his coffin, fangs bared in a grimace of death. Strong hands reach for you. Mad eyes lock on to your own.

The final struggle has begun.

*But final for whom? Since he has been resting in his coffin, Count Dracula has his full complement of 100 LIFE POINTS. And if that was not bad enough, his stats are SPEED 6; COURAGE 6; STRENGTH 6; SKILL 6; PSI 3. The PSI ability, which he will use until his PSI points run out and on any throw of 12 thereafter, doubles*





## Act 207-208

*the damage he may score against you on the next strike. If the vampiric fiend fangs you to death, turn to Act 14. If, however, you manage to get the better of him, turn to Act 210.*

### 207

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#### Castle Gates · Loc 1

The gates are, however, locked. A predictable move by van Helsing to ensure you remain trapped within the grounds of your castle.

But the man is an absent-minded fool: he has left the key in the lock! Swiftly you attempt to turn it, only to discover it is the wrong key. Tagged with the number "4", it does nothing to unlock the gate.

*Which leaves you with little option but to take the key for further use and move back north to the castle courtyard at Act 117.*

### 208

---

#### Enclosed Courtyard · Loc 32

You step into the yard; and hesitate.

*As well you might. The yard is obviously disused and your arch enemy has taken advantage of this fact to lay a trap. At some stage he, or his ghastly servants, dug a pit and sank therein poisoned spikes pointed upwards; then covered it over and disguised the covering cunningly to pick up the play of light and shade in such a manner as to appear*

*cobbles. Whether you fall into this trap depends largely on your SKILL and SPEED. Throw one dice against each. If both are greater than your check scores, you have avoided the pit. If one is less than the check score but the other is greater, then check again. If both are less, you have tumbled into the trap. As you fall, you will need to throw another dice to discover if you hit the stakes. Above 3 and you avoid them completely and sustain only 10 points of damage due to the fall. (If this kills you, go to Act 14.) Three or below and you are impaled on two or more spikes. Roll two dice to discover how many spikes impale you. For every one, you lose 10 LIFE POINTS due to shock, penetration and poison. If all or any of this kills you, go to Act 14. If you manage to survive the mess, you may investigate the stables at Act 212 or return, via the kitchens, to the western entrance passage at Act 180.*

## 209

### Family Mortuary · Loc 16

Each cupboard is full of junk. Here you find old shoes, wigs and the occasional pair of good quality underpants ripped from the bodies of your ancestors. Here are jars of unguents and chemicals. Here are burial documents, dating back centuries. Here is Cousin Ivan whom you locked in the cupboard as a child. Here wood and fittings for—

Cousin Ivan? He should have rotted by now!

*But no, he has grown from a nasty young child to a nasty old man with 60 LIFE POINTS, SPEED 3; COURAGE 5; STRENGTH 4; SKILL 3; PSI 0 and a grim determination to murder the one who locked him in the cupboard. If he succeeds, turn to Act 13. If you*

*survive, you will find a key tagged with the number "3" in the cupboard where he was lurking. Take this before returning via the chill room to the castle courtyard at Act 117.*

210

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Dracula's Crypt · Loc 35

*Eeeeeeeaaaagh!*

The scream of the vampire as you, Jonathan Harker, deliver the death blow. Dracula's saturnine visage twists in agony and his broad hands tear witlessly at his own chest.

"Eeeeeeeaaaagh!" he screams again, the sound reverberating around the crypt.

He breaks away from you and runs, attempting desperately to escape. He is staggering and reeling from loss of blood, all too little of which is his own. He grasps the maroon shreds of curtaining, twists and falls, dragging them down with him. He struggles to his feet and lurches towards you, the feral, hate-filled eyes locked on your own.

He hisses, one hand outstretched to rip your throat. But only feet from you, he falls, face downward, on the stone flagged floor. The body shudders, then is still.

Under your astonished eyes, an amazing transformation begins to take place. While you fought, Dracula appeared a man in the prime of life, fit, strong and healthy, if a little pale. Now, the body is actually shrinking, wrinkle lines and liver spots appearing on his hands, skin stretching over bone until it takes on a parchment consistency.



## Act 211-212

Smaller and smaller, drier and drier the corpse becomes until it is no longer a body at all, but rather a skeleton. And still the process continues, as even bone and clothing crumbles into dust, leaving nothing of the vampire other than the great signet ring he wore habitually on the third finger of his left hand.

You pick it up between finger and thumb, then flick it casually into the open coffin before turning to leave this foul crypt forever. Thanks to your strength, skill, wit and courage, the monster is no more!

*Now you have successfully slaughtered Dracula, why not try your hand at resurrecting him to face his most ancient enemy? Simply return to the start of the book, re-roll LIFE POINTS and statistics and select the role of Dracula for a completely new adventure in the vampire keep.*

### 211

---

#### Castle Orchard · Loc 14

You step through the gate.  
And fall.

*Crashing to your death at Act 13.*

### 212

---

#### Kennels · Loc 17

And not just the *smell* of wolf . . .

*Fortunately there's only one, but one is bad enough with 25*



LIFE POINTS *and stats of* SPEED 5; COURAGE 5; STRENGTH 4; SKILL 3; PSI 0. *Of course, you may be able to make friends with it (11 or 12 on a double dice roll will do the trick) in which case it will accompany you and fight bravely on your behalf. If you can't make friends, you'd better limber up your fighting arm. If the wolf kills you, turn to Act 14. If you survive, you can move through the enclosed yard without fear of the trap and through the kitchens to Act 180.*

---

213

Kennels · Loc 17

Smelly or not, it was worth the search – you've found a key tagged with the number "6".

*Now come back out into the fresh air at Act 185.*

---

214

Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 42.*

215

---

Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 19.*

216

---

Priest Hole · Loc 37

What an interesting discovery – and all the more so because of the intense aura of well-being you feel in this cramped environment.

*As well you might since this hidey-hole will restore your LIFE POINTS to their maximum on a visit. And you may enjoy up to three visits per adventure. Now return to the Act section you just left.*

217

---

Priest Hole · Loc 37

You scream in agony and claw at the door which has swung closed behind you. Too late! Too late! This ghastly chamber with its hideous sights and smells is

soaking away your LIFE POINTS faster than you can possibly replace them.

*Which leaves you nursing your irritation at Act 13.*

218

---

Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 42.*

219

---

Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 15.*

220

---

Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 8.*

221

---

Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 7.*

222

---

Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 10.*

---

223

Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 45.*

---

224

Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

## Act 225-226

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 62.*

### 225

---

#### Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 47.*

### 226

---

#### Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 68.*



## 227

---

Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 101.*

## 228

---

Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 74.*

## 229

---

Dracula's Crypt · Loc 35

Ah peace! Ah tranquillity! You breathe deeply to absorb the aura of evil.

## Act 230

*And feel the better for it, since your crypt will restore you to full LIFE POINTS before you return to the section you just left.*

### 230

---

#### Secret Tunnel · Loc Secret

How interesting – you have discovered a well-hidden trapdoor, which leads into a narrow, stone-lined tunnel.

You follow the tunnel which twists and turns so frequently that you find yourself almost totally disorientated, but eventually you find yourself once again on an incline.

*Which finally allows you to emerge via a second well-hidden trapdoor at Act 92.*

# Secrets Section

*Keep Out Unless You Get Your Roll!*

# Secrets Table

Check the section number where you succeeded in your Secrets Roll. There you will find whether you have discovered a secret door or passage. Where these occur, the table will give the Action section number where the door or passage leads. Where there is no door or passage, the "Go to" section will be blank.

*NOTE Some secret passages and chambers do not permit you to return to the section where you found them, but you should always make a note of the section number you are leaving in case return is possible.*

Act	Go to	Act	Go to	Act	Go to
1	—	14	—	27	—
2	—	15	221	28	—
3	—	16	—	29	—
4	—	17	—	30	—
5	—	18	—	31	—
6	—	19	217	32	214
7	215	20	—	33	223
8	—	21	—	34	—
9	201	22	218	35	—
10	—	23	—	36	—
11	219	24	220	37	—
12	218	25	—	38	—
13	—	26	—	39	—

40	—	72	—	104	—
41	—	73	—	105	—
42	—	74	—	106	—
43	—	75	—	107	—
44	—	76	—	108	230
45	225	77	—	109	—
46	—	78	228	110	—
47	—	79	—	111	—
48	—	80	—	112	230
49	—	81	—	113	—
50	—	82	—	114	—
51	—	83	—	115	—
52	222	84	—	116	—
53	—	85	—	117	—
54	224	86	226	118	—
55	225	87	—	119	—
56	—	88	—	120	—
57	—	89	—	121	—
58	—	90	—	122	—
59	203	91	—	123	—
60	—	92	—	124	—
61	—	93	—	125	—
62	226	94	—	126	—
63	—	95	—	127	—
64	—	96	230	128	230
65	217	97	—	129	227
66	—	98	—	130	—
67	—	99	—	131	—
68	—	100	—	132	—
69	—	101	—	133	—
70	—	102	—	134	—
71	—	103	—	135	—

136	—	162	216	188	—
137	—	163	—	189	221
138	—	164	—	190	—
139	—	165	—	191	—
140	—	166	—	192	—
141	—	167	—	193	—
142	—	168	—	194	—
143	—	169	—	195	—
144	—	170	—	196	142
145	—	171	—	197	—
146	—	172	—	198	—
147	—	173	—	199	—
148	216	174	—	200	—
149	—	175	—	201	—
150	216	176	—	202	—
151	—	177	229	203	—
152	—	178	—	204	—
153	—	179	—	205	—
154	—	180	—	206	—
155	—	181	229	207	—
156	170	182	—	208	—
157	—	183	229	209	—
158	—	184	—	210	—
159	229	185	219	211	—
160	—	186	—	212	—
161	—	187	—	213	—



# Dracula's Adventure Record

## LIFE POINTS

Starting: 100

Current:

## CHARACTER STATISTICS

### Dracula

SPEED

COURAGE

STRENGTH

SKILL

PSI

### Van Helsing

SPEED

COURAGE

STRENGTH

SKILL

PSI

## EQUIPMENT

Money:

Healing Potions:

Secret Doors Modifier:

# Dracula's Tracking Sheet

[illegible]

# Dracula's Combat Encounters

<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>
<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>
<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>
<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>

# Harker's Adventure Record

## LIFE POINTS

Starting: 100

Current:

## CHARACTER STATISTICS

### Harker

SPEED

COURAGE

STRENGTH

SKILL

PSI

## EQUIPMENT

Money:

Healing Potions:

Secret Doors Modifier:

# Harker's Tracking Sheet

[illegible]

# Harker's Combat Encounters

<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>
<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>
<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>
<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>	<b>Enemy Section</b> Enemy Life Pts. <b>Character Statistics</b> SPEED COURAGE STRENGTH SKILL PSI <b>Result</b>



# Rule Synopsis

- 1 You start with 100 LIFE POINTS and cannot exceed this number. When your LIFE POINTS are reduced to zero, your character is dead.
- 2 Roll one dice to determine your Character Statistics and note these on your Adventure Record.

## Combat

- 3 Roll one dice on behalf of yourself and one for your opponent to determine who has first strike. Add SPEED and COURAGE stats to each. Highest score hits first.
- 4 Throw both dice to attempt a hit. Roll 6 or more to hit. (Roll on behalf of your opponent also.)
- 5 Add STRENGTH and SKILL stats to the dice roll to determine the amount of damage caused. Subtract the result from your opponent's LIFE POINTS. Your opponent scores damage against you in the same way.

## Flight

- 6 If you choose to RUN, roll two dice and check your score against the following table:  
*Score 9-12* you may safely RUN to any exit in your current location  
*Score 5-8* you may RUN but only back to your previous Action section. Your opponent has one free strike and scores double dice damage  
*Score 2-4* you cannot RUN. Your opponent has a free strike at you and scores double dice damage.
- 7 You may only attempt to RUN *before* combat.

## Healing

- 8 As *Jonathan Harker*, you heal up naturally at the rate of 3 LIFE POINTS per new section visited.  
As *Dracula*, you lose 2 LIFE POINTS every new section.
- 9 As *Harker*, you may use any Medicine you may find or attempt Natural Healing. Roll two dice. Score 6 or more and you may add your score to your current LIFE POINTS. Score less than 6 and you must *subtract* your score from your current LIFE POINTS.
- 10 As *Dracula*, neither Medicine nor Natural Healing will work for you. You regain LIFE POINTS on a throw of 6 or 12 in combat upon which you may add your opponent's current LIFE POINTS to your own (but not exceed 100).

NB. Remember to keep a note of where you are at any time.



Into Castle Dracula, a forbidding fortress in the depths of Transylvania, where a satanic count haunts the night and preys upon the innocent, walks a fearless young solicitor, Jonathan Harker.

Will he survive the deadly traps and cunning pitfalls laid by his centuries-old adversary, or will the bloodthirsty aristocrat claim another unfortunate victim?

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